How to Use this eGuide

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Enter keywords to find a specific word or phrase.

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PROLOGUE

Hiya, thanks for coming!

You know, the world has lots of Pokémon living in it. All kinds of Pokémon—cute ones, cool ones, pretty ones. . . there are also scary Pokémon—real troublemakers that become outlaws.

But there's no need to worry! There are no truly bad Pokémon here, just Pokémon who turn out to be good souls once you get to know them. Even if things sometimes get a little hairy, don't worry for a second! Anyone can be your friend if you're willing!

We Pokémon like to adventure in mystery dungeons scattered throughout the world. Just like the name says, these are mysterious places where you'll face a completely different layout each time you set foot inside. They can be complex caves or thick forests . . . from what I've heard, there are even mountains stretching into the sky.

Inside the dungeons is a secret trove of excitement.



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If there's treasure, it might be something glorious that can't be found anywhere else. Exploring is one of the most fun things you can do, and Pokémon join exploration teams to challenge the dungeons. So how 'bout it? Aren't you just itching to come explore with us? The dungeons are just crammed with dreams and stories, so don't let the grass grow under your feet!

But you know, things have been strange lately. Time is off the mark a bit, you could say. The flow of time has gone awry. Because of that, the mystery dungeons have been expanding, and Pokémon sometimes get a bit lost. More outlaw Pokémon have been popping up, too, and getting in the way of expeditions. . . . The world has always been peaceful, but now it feels like something is starting to happen—something wrong.

So now our adventures have another purpose—to find out the cause! Off we go, hand in hand!

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Explorers of Sky
WORLD MAP COMPLETE

1 Beach Cave
2 Drenched Bluff
3 Mt. Bristle
4 Waterfall Cave
5 Apple Woods
6 Side Path
7 Craggy Coast
8 Rock Path
9 Mt. Horn
10 Forest Path
11 Foggy Forest
12-1 Steam Cave
12-2 Upper Steam Cave
13 Serenity River
14 Landslide Cave
15 Lush Prairie
16 Tiny Meadow
17 Oran Forest
18-1 Amp Plains
18-2 Far Amp Plains
19 Northern Desert
20-1 Quicksand Cave
20-2 Quicksand Pit
21 Crystal Cave
22 Crystal Crossing
23 Chasm Cave
24 Dark Hill
25-1 Sealed Ruin
25-2 Deep Sealed Ruin
26 Dusk Forest
27 Deep Dusk Forest
28 Treeshroud Forest
29-1 Brine Cave
29-2 Lower Brine Cave
30-1 Hidden Land
30-2 Hidden Highland
31-1 Temporal Tower
31-2 Temporal Spire
32 Mystifying Forest
33 Sky Peak
34 Blizzard Island
35-1 Crevice Cave
35-2 Lower Crevice Cave
36 Surrounded Sea
37-1 Miracle Sea
37-2 Deep Miracle Sea
38 Aegis Cave
39 Concealed Ruin
40 Mt. Travail
41 The Nightmare
42-1 Spacial Rift
42-2 Deep Spacial Rift
43-1 Dark Crater
43-2 Deep Dark Crater
44 Marine Resort
45 Lake Afar
46 Happy Outlook
47 Mt. Mistral
48 Shimmer Hill
49 Lost Wilderness
50 Midnight Forest
51 Labyrinth Cave
52 Bottomless Sea
53 Shimmer Desert
54 Mt. Avalanche
55 Giant Volcano
56 World Abyss
57 Sky Stairway
58 Mystery Jungle
59 Star Cave
60 Oblivion Forest
61 Treacherous Waters
62 Southeastern Islands
63 Inferno Cave
64 Zero Isle North
65 Zero Isle East
66 Zero Isle West
67 Zero Isle South
68 Zero Isle Center
69 Destiny Tower

Main story dungeons and locations
Dungeons not directly related to the main story
(blue: pre-ending, red: post-ending)



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Pokémon Mystery Dungeon: Explorers of Sky Official Guide

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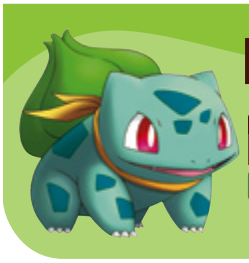
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Become a Pokémon and launch into a dungeon adventure!





When you first start up a new game, you'll answer some questions and then touch the ribbon on the touch screen with your finger to have your aura read. Once this is done, you become the player Pokémon that best matches your personality. Then choose your partner, and the adventure will begin!



Bulbasaur

Type	Boy	Girl
Grass/ Poison	Lonely	Docile

Pro Immune to Poisoned and Badly Poisoned statuses



Charmander

Type	Boy	Girl
Fire	Docile	Brave

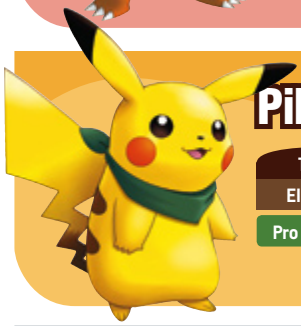
Pro Immune to Burn status, only takes half-damage from explosions



Squirtle

Type	Boy	Girl
Water	Quirky	Bold

Pro Can walk on water, learns moves that grant Safeguard status



Pikachu

Type	Boy	Girl
Electric	Brave	Hasty

Pro Can inflict Paralysis on an attacking foe



Vulpix

Type	Boy	Girl
Fire	—	Relaxed

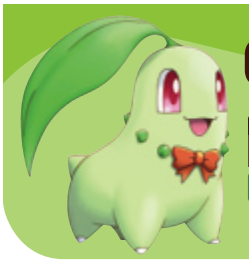
Pro Immune to Burn status, only takes half-damage from explosions



Eevee

Type	Boy	Girl
Normal	—	Jolly

Pro Its Normal-type moves deal double damage



Chikorita

Type	Boy	Girl
Grass	Calm	Quiet

Pro Has "Fast Friend" and "Nature Gifter" IQ Skills



Cyndaquil

Type	Boy	Girl
Fire	Timid	Calm

Pro Immune to Burn status, only takes half-damage from explosions

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Totodile

Type	Boy	Girl
Water	Jolly	Sassy

Pro Can walk on water, learns moves that inflict Frozen status



Phanpy

Type	Boy	Girl
Ground	Relaxed	—

Pro The only Ground-type available as a player character



Treecko

Type	Boy	Girl
Grass	Quiet	Hardy

Pro Knows moves that grant Safeguard status



Torchic

Type	Boy	Girl
Fire	Hardy	Rash

Pro Immune to Burn status, only takes half-damage from explosions



Mudkip

Type	Boy	Girl
Water	Rash	Lonely

Pro Can walk on water, knows moves that grant Protect status



Skitty

Type	Boy	Girl
Normal	—	Naive

Pro Can charm an attacking foe



Turtwig

Type	Boy	Girl
Grass	Bold	Timid

Pro Learns HP-absorbing moves



Chimchar

Type	Boy	Girl
Fire	Naive	Impish

Pro Immune to Burn status, only takes half-damage from explosions



Piplup

Type	Boy	Girl
Water	Impish	Quirky

Pro Can walk on water, learns moves that grant Mist status



Shinx

Type	Boy	Girl
Electric	Hasty	—

Pro Takes 20% less damage from physical attacks



Riolu

Type	Boy	Girl
Fighting	Sassy	—

Pro The only Fighting-type available as a player character



Partner Only



Meowth

Type	Boy	Girl
Normal	—	—

Pro Picks up items when you're not even aware of it

Partner Only



Munchlax

Type	Boy	Girl
Normal	—	—

Pro Takes only half-damage from Fire- and Ice-type moves

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Pokémon Mystery Dungeon: Explorers of Sky
Main Story Walkthrough Chart



Don't know what to do next? Just refer to these pages—here you'll find all of the events of the main story, both pre- and post-ending, laid out in handy chart form.

Game Start

- Answer questions to determine your player and partner characters

Chapter 1 A Storm at Sea

- Your partner asks for your help in retrieving its treasure

P.75

1 Beach Cave

Boss Koffing, Zubat

Chapter 2 The New Guild Recruits

- Join the Wigglytuff Guild as apprentices and form an exploration team
- Receive your Pokémon Exploration Kit
- Receive a job from Spoink

P.75

2 Drenched Bluff

Item Protein, Calcium, Iron, 200 Poké

Chapter 3 The Scream

- Bidoof shows you around the guild
- You can now use the Duskull Bank, Kangaskhan Storage, Kecleon Shop, and Kecleon Wares
- Talk to the Kecleon brothers at Kecleon Market
- Look at the Outlaw Notice Board at the guild

P.76

3 Mt. Bristle

Boss Drowzee

Item 300 Poké

- Your Treasure Bag's capacity grows to 24 items
- You can now play Special Episode 1, "Bidoof's Wish"
- Complete more than three jobs

Chapter 4 The Gatekeepers

- Perform sentry duty
- Complete more than 2 jobs

Chapter 5 The First Official Exploration

- Chatot orders you to investigate the secret waterfall
- Chimecho Assembly and Marowak Dojo open

P.80

4 Waterfall Cave

Chapter 6 Team Skull

- Spinda's Juice Bar, Recycle Shop, Big Treasure, and the Assembly Post open
- Complete more than one job
- Do a shift of sentry duty
- Enter any dungeon
- Chatot orders you to obtain a Perfect Apple
- Electivire Link Shop opens

P.81

5 Apple Woods

- Croagunk Swap Shop opens
- Complete more than one job
- Perform a shift of sentry duty
- Your Treasure Bag capacity expands to 32 items
- Talk to Chatot and set out on the expedition

Boss The boss Pokémon | Item Initial reward for clearing the dungeon | Ally Pokémon you recruit

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Chapter 7 The Guild's Big Expedition

- Arrive at Craggy Coast
- Bidoof joins your team

6 Side Path P.83

7 Craggy Coast P.83

- Arrive at Mt. Horn

8 Rock Path P.85

9 Mt. Horn P.85

Chapter 8 Groudon's Heart

- Arrive at base camp
- Bidoof leaves your team

10 Forest Path P.88

11 Foggy Forest P.88

- Discover the Groudon statue

Chapter 9 The Mystery of the Fogbound Lake

- Arrive at Steam Cave entrance

12-1 Steam Cave P.90

- Arrive at the Steam Cave checkpoint

12-2 Upper Steam Cave P.92

Boss Groudon

- Your Treasure Bag capacity expands to 40 items
- You can now select Special Episode 2, "Igglybuff the Prodigy"

Chapter 10 Dusknoir

- Dusknoir and Wigglytuff converse
- Chansey Day Care and Xatu Appraisal open

Meet certain conditions to enter

13 Serenity River P.96

14 Landslide Cave P.97

15 Lush Prairie P.99

16 Tiny Meadow P.100

17 Oran Forest P.101

- Enter any dungeon
- Chatot orders you to replenish the stock of Perfect Apples
- Talk to the Kecleon brothers at Kecleon Market
- Give Chatot your report on the Perfect Apple stock
- Enter any dungeon
- Marill and Azurill ask you to retrieve the Water Float

18-1 Amp Plains P.102

- Arrive at the Amp Plains checkpoint

18-2 Far Amp Plains P.103

Boss Manectric, Electrike ×8

- Hand over the Water Float to Marill and Azurill
- Tell Dusknoir what's happened so far

Chapter 11 Grovyle the Thief

- Talk to Chatot at the guild
- Join the strategy meeting

19 Northern Desert P.105

- Report the results of your investigation at the guild
- Confer with your partner at the guild

20-1 Quicksand Cave P.107

- Arrive at the Quicksand Cave checkpoint

20-2 Quicksand Pit P.109

Boss Mesprit

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Chapter 12 The Only Option

- Attend morning roll call at the guild

P.110

21 Crystal Cave

- Reach the depths of Crystal Cave
- Match the colors of the three crystals and open the entrance to Crystal Crossing

P.112

22 Crystal Crossing

Boss Grovyle

Chapter 13 Dusknoir's Secret

- Talk to Magnezone and Dusknoir in the square
- You can now choose Special Episode 3, "Today's 'Oh My Gosh!'"
- Enter any two dungeons
- Talk to Magnezone at the guild
- Talk to Dusknoir in the square and get pulled into the future

Chapter 14 Into the Future

- Examine the door to the closed room
- Answer Grovyle's question and escape
- Arrive at Chasm Cave

P.116

23 Chasm Cave

- Arrive at the Dark Hill entrance

P.117

24 Dark Hill

- Arrive at the Sealed Ruin entrance

P.120

25-1 Sealed Ruin

- Arrive at the Sealed Ruin checkpoint

P.121

25-2 Deep Sealed Ruin

Boss Spiritomb

Chapter 15 The Secret of the Planet's Paralysis

- Arrive at the Dusk Forest entrance
- Grovyle joins your team

P.124

26 Dusk Forest

- Arrive at the Deep Dusk Forest entrance
- Celebi joins your team

P.125

27 Deep Dusk Forest

- Celebi leaves your team
- You return to your own time via the Passage of Time

Chapter 16 A New Dawn

- You can now choose Special Episode 4, "Here Comes Team Charm!"
- Talk to Grovyle on Sharpedo Bluff
- Go to Treeshroud Forest

P.126

28 Treeshroud Forest

- Grovyle leaves your team
- Talk to your partner on the beach

Chapter 17 The Guild's Crew

- Talk to everyone at the guild
- After you make it through the Steam Cave, talk to Torkoal at the Hot Spring
- Attend morning roll call at the guild
- Talk to your partner on Sharpedo Bluff
- Go to the beach

Chapter 18 Lapras

- Attend morning roll call at the guild
- Arrive at the Brine Cave entrance
- Lapras joins your team

P.130

29-1 Brine Cave

- Arrive at the Brine Cave checkpoint
- Lapras leaves your team

P.131

29-2 Lower Brine Cave

Boss Kabutops, Omastar ×2

Chapter 19 To the Hidden Land

- Arrive at the Hidden Land entrance
- Grovyle joins your team

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P.134
30-1 Hidden Land

- Arrive at the Hidden Land checkpoint

P.136
30-2 Hidden Highland

Boss Dusknoir, Sableye ×6

- Grovyle leaves your team

Chapter-Final The Last Adventure

- Arrive at the Temporal Tower

P.137
31-1 Temporal Tower

- Arrive at the Temporal Tower checkpoint

P.139
31-2 Temporal Spire

Boss Primal Dialga

Ending

Post-ending

Guild graduation

- Attend morning roll call at the guild
- Talk to Teddiursa and the others at the square
- You can now revisit Steam Cave, Upper Steam Cave, Quicksand Cave, Quicksand Pit, Crystal Cave, Crystal Crossing, and Treeshroud Forest
- Go to the Mystifying Forest entrance

P.146
32 Mystifying Forest

Boss Wigglytuff, Chatot, Loudred, Corphish, Chimecho, Sunflora, Croagunk, Diglett & Dugtrio

- Pokémon other than the player and your partner can now evolve at the Luminous Spring
- Your Treasure Bag capacity expands to 48 items
- You receive 10,000 Poké from the guild
- You can now choose Special Episode 5, "In the Future of Darkness"
- You graduate from the guild and move to Sharpedo Bluff
- You can now talk to Chimecho at the crossroads to change leaders or take your player or your partner off your team
- You can now go to the Final Maze in the Marowak Dojo

The following dungeons become available

P.295
64 Zero Isle North

P.311
65 Zero Isle East

P.321
66 Zero Isle West

P.331
67 Zero Isle South

You can enter the following dungeons upon meeting certain conditions

P.219
45 Lake Afar

P.223
46 Happy Outlook

P.227
47 Mt. Mistral

P.231
48 Shimmer Hill

P.235
49 Lost Wilderness

P.238
50 Midnight Forest

P.242
51 Labyrinth Cave

Boss Gabite
Item Gabite Scale

P.352
68 Zero Isle Center

P.362
69 Destiny Tower

Item Space Globe

Sky Peak

- Enter any dungeon
- Complete more than one job
- Talk to Spinda at the Spinda Café
- Go to the Shaymin Village and talk to Shaymin
- Shaymin joins your team

P.151
33 Sky Peak

Boss Carnivine ×5, Muk ×3, Grimer ×5

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- (After arriving at the 3rd checkpoint at Sky Peak) Shaymin's Delivery Service opens
- Shaymin leaves your team
- You can now use the Sky Jukebox

- You can receive one Gracidea a day at the Shaymin Village
- Talk to Ampharos at the 8th Station of Sky Peak to receive a gift from Sneasel
- Talk to Shaymin at the Sky Peak Summit to recruit it

Ally Shaymin

Scizor the Explorer

- Enter any dungeon
- Talk to Mr. Mime at the crossroads

P.161
34 Blizzard Island

- Arrive at the Crevice Cave entrance

P.164
35-1 Crevice Cave

- Arrive at the Crevice Cave checkpoint

P.167
35-2 Lower Crevice Cave

Boss Froslass

- Talk to Scizor at the crossroads

You can go to these dungeons when you receive a special assignment

P.244
52 Bottomless Sea

Boss Kyogre
Item Aqua-Monica

P.249
53 Shimmer Desert

Boss Groudon
Item Terra Cymbal

P.251
54 Mt. Avalanche

Boss Articuno
Item Icy Flute

P.255
55 Giant Volcano

Boss Heatran
Item Fiery Drum

P.258
56 World Abyss

Boss Giratina (Altered Forme)
Item Rock Horn

P.262
57 Sky Stairway

Boss Rayquaza
Item Sky Melodica

P.269
58 Mystery Jungle

Boss Mew
Item Grass Cornet

You can enter upon the fulfillment of certain conditions

P.275
59 Star Cave

P.278
60 Oblivion Forest

P.282
61 Treacherous Waters

P.286
62 Southeastern Islands

P.290
63 Inferno Cave

Manaphy

- Complete more than one job
- Talk to Sunflora at the guild

P.244
36 Surrounded Sea

- Bring home the Wonder Egg
- Chatot tells you about Manaphy
- Give two Blue Gummis to Manaphy
- Go with Manaphy to the beach
- Talk to Chatot at the crossroads
- Find Manaphy at the beach

P.173
37-1 Miracle Sea

- Arrive at the Miracle Sea checkpoint

P.177
37-2 Deep Miracle Sea

Boss Gyarados

- Return Manaphy to the ocean

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Aegis Cave

- Enter any dungeon
- Complete more than two jobs
- At the Guild, Wigglytuff tells you about Team Charm

P.180

38 Aegis Cave

Boss Regice, Regirock, Registeel, Regigigas, Hitmonlee ×4, Bronzong ×4

You can now visit this dungeon

P.185

39 Concealed Ruins

Azurill's Nightmare

- Complete more than one job
- Enter any dungeon or perform a shift of sentry duty
- Have a dream where Cresselia appears
- Enter any dungeon or perform a shift of sentry duty
- Talk to Cresselia in the dream
- Talk to everyone at the guild

P.194

40 Mt. Travail

- Talk to Drowzee at the guild

P.197

41 The Nightmare

- Talk to Lapras on the beach
- Arrive at the Spacial Rift entrance

P.200

42-1 Spacial Rift

- Arrive at the Spacial Rift checkpoint

P.204

42-2 Deep Spacial Rift

Boss Palkia

Adventurers Again

- Talk to Cresselia on Sharpedo Bluff
- Cresselia joins your team

P.207

43-1 Dark Crater

- Arrive at the Dark Crater checkpoint

P.207

43-2 Deep Dark Crater

Boss Darkrai, Arbok, Rhyperior, Magmortar, Aggron, Magcargo & Mismagius

- Cresselia leaves your team
- You can now revisit the Spacial Rift and the Deep Spacial Rift

- Talk to Cresselia on Sharpedo Bluff to recruit it

Ally Cresselia

Manaphy's Return

- Complete more than three jobs
- Talk to Manaphy on Sharpedo Bluff

  Ally Manaphy
- Enter any dungeon or perform a shift of gatekeeper duty, for a total of three times
- Manaphy tells you about the Marine Resort
- In the square, Ursaring tells you about Luminous Spring, and you and your partner can now use it to evolve

You can now visit this dungeon

P.213

44 Marine Resort



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Pre- and Post-ending Complete Dungeon Chart

How to read the chart

- Special Features—Things that may appear inside the dungeon. The symbols are defined below.
  S Shop T Trap
  M Monster House SS Secret staircase
- Recruit Foes—Whether or not you can recruit defeated enemy Pokémon. Symbols defined below.
  ○ Can recruit × Cannot recruit
  △ Can recruit after dungeon is cleared or story has advanced
- Friend Rescue—Number of times you can call in a friend rescue (dungeons with no friend rescues are labeled "—")
- Replayable—Whether or not you can re-enter the dungeon after you've cleared it. Symbols explained below.
  ○ Replayable × Not replayable
  △ Only replayable post-ending
  ▲ Not replayable further on in the story
- Job—Whether or not there are any jobs that take place in the dungeon. Even dungeons that have jobs won't have them until you clear the dungeon and can replay it.
- Conditions for Appearing • Special Rules • Boss—What it takes for the dungeon to appear, any special rules for it, and the names of Pokémon that appear as bosses. Alternate bosses that appear post-ending are in brackets.

Pre-Ending Dungeons

	Name	Floors	Special Features	Recruit Foes	Friend Rescue	Replayable	Job	Conditions for Appearing Special Rules • Boss
1	Beach Cave	5		×	—	○	○	Boss Zubat, Koffing
2	Drenched Bluff	6		△	—	○	○	
3	Mt. Bristle	10		△	—	○	○	Boss Drowzee
4	Waterfall Cave	8	S	○	10	○	○	
5	Apple Woods	12	S	○	10	○	○	
6	Side Path	5		×	—	▲	×	
7	Craggy Coast	9	S SS	△	10	○	○	
8	Rock Path	5		×	—	▲	×	
9	Mt. Horn	14	S SS	△	10	○	○	
10	Forest Path	5		×	—	▲	×	
11	Foggy Forest	11		△	10	○	○	
12-1	Steam Cave	8		△	10	△	○	
12-2	Upper Steam Cave	8		△	—	△	×	Boss Groudon [Uxie]
13	Serenity River	8	S T M	○	10	○	○	You gain access through the Juice Bar
14	Landslide Cave	13	S T M	○	10	○	○	You gain access through the Recycle Shop
15	Lush Prairie	6	S T	○	10	○	○	You gain access through the Juice Bar
16	Tiny Meadow	5	S T	○	10	○	○	You gain access through the Recycle Shop
17	Oran Forest	5		○	10	○	○	You gain access through the Recycle Shop
18-1	Amp Plains	10	S T M SS	○	10	○	○	
18-2	Far Amp Plains	10	S T M SS	○	—	○	×	Boss Manectric, Electrike ×8
19	Northern Desert	15	T	○	10	○	○	
20-1	Quicksand Cave	10	T M	○	10	△	○	
20-2	Quicksand Pit	11	T M	○	—	△	×	Boss Mesprit
21	Crystal Cave	11	S T M SS	○	10	△	○	
22	Crystal Crossing	14	S T M SS	○	10	△	○	Boss Grovyle [Azelf]
23	Chasm Cave	8	T	×	10	×	×	
24	Dark Hill	15	T	×	10	×	×	
25-1	Sealed Ruin	8	T M	×	10	▲	×	
25-2	Deep Sealed Ruin	7	T M	×	—	×	×	Boss Spiritomb
26	Dusk Forest	8	T	×	10	×	×	
27	Deep Dusk Forest	12	T	×	10	×	×	
28	Treeshroud Forest	20	S T M SS	△	10	△	○	

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Pre-Ending Dungeons (continued)

	Name	Floors	Special Features	Recruit Foes	Friend Rescue	Replayable	Job	Conditions for Appearing Special Rules • Boss
29-1	Brine Cave	9	S T M SS	△	10	○	○	
29-2	Lower Brine Cave	6	S T M SS	△	—	○	×	Boss Kabutops, Omastar ×2
30-1	Hidden Land	15	S T M SS	×	10	○	×	Only hero and partner can enter
30-2	Hidden Highland	9	S T M SS	×	—	○	×	Only hero and partner can enter, Boss Dusknoir, Sableye ×6
31-1	Temporal Tower	13	S T M SS	×	10	○	×	Only hero and partner can enter
31-2	Temporal Spire	11	S T M SS	×	—	○	×	Only hero and partner can enter, Boss Primal Dialga [Dialga]

Post-Ending Dungeons

	Name	Floors	Special Features	Recruit Foes	Friend Rescue	Replayable	Job	Conditions for Appearing Special Rules • Boss
32	Mystifying Forest	14	S T M SS	△	10	○	○	Boss Wigglytuff, etc.
33	Sky Peak	40	S T M SS	○	—	○	×	Boss Carnivine ×5, Muk ×3, Grimer ×5
34	Blizzard Island	20	S T M SS	○	10	○	○	
35-1	Crevice Cave	10	S T M SS	○	10	○	○	
35-2	Lower Crevice Cave	5	S T M SS	○	—	○	×	Boss Froslass
36	Surrounded Sea	20	S T M SS	○	10	○	○	
37-1	Miracle Sea	18	S T M SS	○	10	○	○	
37-2	Deep Miracle Sea	5	S T M SS	○	—	○	×	Boss Gyarados
38	Aegis Cave	19	S T M SS	○	—	○	×	Boss Regice, Regirock, Registeel, Regigigas, etc.
39	Concealed Ruins	30	S T M SS	○	10	○	○	
40	Mt. Travail	19	S T M SS	△	10	○	○	
41	The Nightmare	17	S T M SS	×	10	×	×	Only hero and partner can enter
42-1	Spacial Rift	15	S T M SS	△	20	*1	○	
42-2	Deep Spacial Rift	10	S T M SS	△	—	*1	×	Boss Palkia
43-1	Dark Crater	15	S T M SS	△	10	○	○	
43-2	Deep Dark Crater	15	S T M SS	△	—	○	×	Boss Darkrai, etc.
44	Marine Resort	19	S T M SS	○	10	○	○	
45	Lake Afar	25	S T M SS	○	10	○	○	You gain access through the Recycle Shop
46	Happy Outlook	20	S T M SS	○	10	○	○	You gain access through the Juice Bar
47	Mt. Mistral	20	S T M SS	○	10	○	○	You gain access through the Juice Bar
48	Shimmer Hill	18	S T M SS	○	10	○	○	You gain access through a certain job
49	Lost Wilderness	18	S T M SS	○	10	○	○	You gain access through the Juice Bar
50	Midnight Forest	25	S T M SS	○	10	○	○	You gain access through a certain job
51	Labyrinth Cave	10	S T M SS	○	10	○	○	You gain access through a certain job Boss Gabite
52	Bottomless Sea	50	S T M SS	○	10	○	○	You gain access through a special assignment Boss Kyogre
53	Shimmer Desert	10	S T M SS	○	10	○	○	You gain access through a special assignment Boss Groudon
54	Mt. Avalanche	20	S T M SS	○	10	○	○	You gain access through a special assignment Boss Articuno
55	Giant Volcano	20	S T M SS	○	10	○	○	Gain access through a special assignment Boss Heatran
56	World Abyss	30	S T M SS	○	10	○	○	Gain access through a special assignment Boss Giratina [Origin Forme]
57	Sky Stairway	50	S T M SS	○	10	○	○	Gain access through a special assignment Boss Rayquaza
58	Mystery Jungle	30	S T M SS	○	10	○	○	Gain access through a special assignment Boss Mew
59	Star Cave	16	S T M SS	×	—	○	○	Gain access through a certain job. Foes drop no treasure boxes
60	Oblivion Forest	15	S T M SS	×	—	○	○	Accessible with Master ☆ Rank, up to 2 team members, up to 8 items, no Poké
61	Treacherous Waters	20	S T M SS	×	—	○	○	Accessible with Master ☆☆ Rank, up to 2 team members, up to 8 items, no Poké
62	Southeastern Islands	25	S T M SS	×	—	○	○	Accessible with Master ☆☆☆ Rank, team leader only, up to 8 items, no Poké
63	Inferno Cave	30	S T M SS	×	—	○	○	Accessible with Guild Master Rank, team leader only, up to 8 items, no Poké
64	Zero Isle North	75	S T M SS	×	10	○	○	No Exp. earned

*1—Only replayable once you complete Deep Spacial Rift and Deep Dark Crater

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Post-Ending Dungeons (continued)

	Name	Floors	Special Features	Recruit Foes	Friend Rescue	Replayable	Job	Conditions for Appearing Special Rules • Boss
65	Zero Isle East	40	S T M SS	×	10	○	○	Start at Lv1, up to 16 items
66	Zero Isle West	40	S T M SS	×	10	○	○	Start at Lv1, no items
67	Zero Isle South	99	S T M SS	×	10	○	○	Start at Lv1, team leader only, no items or Poké
68	Zero Isle Center	50	S T M SS	×	—	○	○	Accessible through the Recycle Shop, up to 16 items, no Exp. earned, regular moves don't reveal traps
69	Destiny Tower	99	S T M SS	×	—	○	×	Accessible through the Juice Bar, team leader only, start from Lv1, no items or Poké, IQ Skills ineffective, regular attacks don't reveal traps
EX	Final Maze	48	S T M SS	○	—	○	×	No items

Special Episode Dungeons

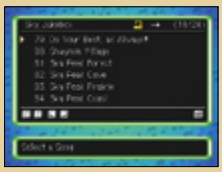
	Name	Floors	Special Features	Recruit Foes	Friend Rescue	Replayable	Job	Conditions for Appearing Special Rules • Boss
S1-1	Star Cave	17	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Snover or Jirachi
S2-1	Murky Forest	7	S T M SS	×	—	▲	×	Foes don't drop treasure boxes
S2-2	Eastern Cave	10	S T M SS	×	—	×	×	Foes don't drop treasure boxes Probopass, etc.
S2-3	Fortune Ravine	15	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Probopass, etc.
S3-1	Spring Cave	19	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Haunter
S4-1	Southern Jungle	10	S T M SS	×	—	×	×	Foes don't drop treasure boxes
S4-2	Boulder Quarry	11	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Aggron, Lairon×6
S4-3	Right Cave Path	5	S T M SS	×	—	○	×	Foes don't drop treasure boxes
S4-4	Left Cave Path	5	S T M SS	×	—	○	×	Foes don't drop treasure boxes
S4-5	Limestone Cavern	11	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Weavile, Arbok, Drapion
S5-1	Barren Valley	11	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Sableye×4
S5-2	Dark Wasteland	4	S T M SS	×	—	×	×	Foes don't drop treasure boxes
S5-3	Temporal Tower	20	S T M SS	×	—	×	×	Foes don't drop treasure boxes
S5-4	Dusk Forest	8	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Sableye×6
S5-5	Spacial Cliffs	10	S T M SS	×	—	×	×	Foes don't drop treasure boxes
S5-6	Dark Ice Mountain	15	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Mamoswine, Glalie×4
S5-7	Icicle Forest	10	S T M SS	×	—	×	×	Foes don't drop treasure boxes
S5-8	Vast Ice Mountain	18	S T M SS	×	—	×	×	Foes don't drop treasure boxes, Boss Primal Dialga

Pokémon Mystery Dungeon: Explorers of Sky

Seeds of Wisdom: Part 1

Things you can do post-ending

Once you and your partner save the world, you'll see the ending of the game. But there's still much left to do—you might say the excitement begins anew in the post-ending. We highlight a few key things here, but there's so much that's even better—keep on playing to discover it all!



You can jam out to background music from the game with the Sky Jukebox (p.716).

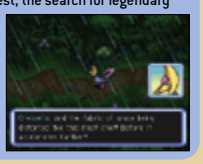
Recruit different Pokémon!

Once you reach the post-ending game, you can recruit more kinds of Pokémon. Ultimately, you can recruit over 490 different Pokémon; see how many you can add to your exploration team.



Go on more adventures!

With the battle over, you and your partner return to life as usual. Your adventure continues with the guild graduation test, the search for legendary treasures, and more. Keep advancing the story to uncover the hero's secrets.



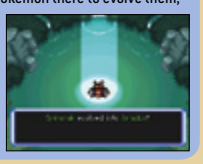
More dungeons to explore!

There are 38 new dungeons that you can only get to post-ending. And that's in addition to the almost 50-floor training room at Marowak Dojo, and all the older dungeons that you can now revisit.



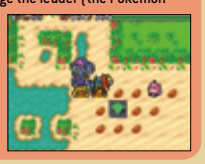
You can evolve!

Deep in a dungeon called the Mystifying Forest, there's a place called the Luminous Spring. Bring your friend Pokémon there to evolve them, making them more powerful.



Customize your team!

Once you graduate from the guild, you can remove the hero and the partner from your team. You can also change the leader (the Pokémon you control), so you can go exploring with any combination of Pokémon you like.



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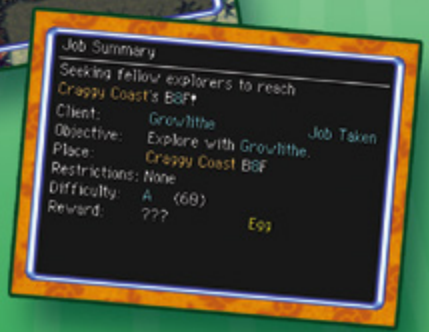




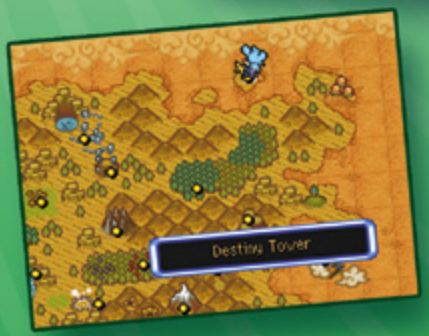
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Complete Dungeon Reference Guide









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What Adventures Await Post-Ending?

So you've reached the ending—but don't think you're even close to being finished with *Explorers of Sky*. There are lots of things to do and further challenges to face—can you handle the pressure?

Your Adventure Continues!

Once the ending finishes, you're brought back to the top menu. Choose "continue" to begin the hero's new adventure.
First off, you'll head to the heart of the Mystifying Forest to retrieve a treasure as part of a test—if you pass, you'll graduate from the guild and be allowed to forge ahead as part of your own full-fledged exploration team.

Explore the Mystifying Forest!

Your task is to journey to the heart of the Mystifying Forest and bring back the treasure that is said to rest there. Keep an eye out for new enemy Pokémon and traps.



Graduation test challenge!

In recognition of all you've accomplished so far, you and your partner are allowed to take the guild graduation test. Use the guild and Treasure Town to fully prepare before you depart.



Graduate with honors!

Once you've passed the test in one piece and graduated, you and your partner take up residence on Sharpedo Bluff. Your bed area, where you save your game, also moves to Sharpedo Bluff.



TREASURE EXTRA!

Continue the story to reach Secret Rank

After you've graduated from the Wigglytuff Guild and reached a certain point in the story, you may receive the Secret Rank from Scizor. Unlike regular Explorer Ranks, this is a special title reserved for only the stronger exploration teams. It's worth your while to work up to the Secret Rank, because having it lets you take on exclusive assignments known as Special Assignments (p.53).



A star next to your Explorer Badge means that you've attained Secret Rank.



Go out as a full-fledged exploration team!

Even after you've become a real exploration team, you'll still have your hands full investigating mystery-filled dungeons and taking care of job requests. What you don't have is Chatot ordering you around, so sometimes you won't know what to do. Keep the following points in mind so your adventure will continue to move forward.



Show initiative by taking on jobs and talking to the Pokémon in town.

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Advancing the post-ending story

Days must come and go

The course of events in a day doesn't change post-ending: you still wake up, head to a dungeon—any dungeon—and go to bed at the end of the day. Keep this pattern up, because there are several points in the post-ending where the story won't progress until a certain number of days have passed.

Some activities that take a whole day

- Go to any dungeon and return to town
- Perform a shift of sentry duty at the Wigglytuff Guild (p.713)



You won't be asked to save the game when you wake up after you've graduated. It's up to you to walk over to your bed and save the game.

Talk to the Pokémon in town

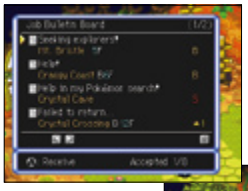
There are many different Pokémon at the Wigglytuff Guild and in Treasure Town, including your fellow guild members. Sometimes talking to them post-ending will advance the story.



If you see a Pokémon that's not usually there, make sure you talk to it. You might just get the scoop on a new adventure.

Make it your job to take on jobs!

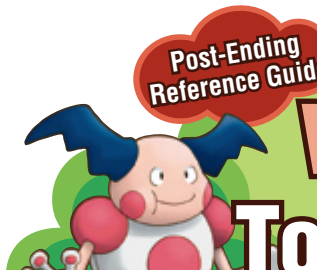
It's still part of an exploration team's duties to help out Pokémon in need, even after you've graduated. You must continue to accept jobs, because sometimes the story will not advance until you've completed several assignments.



Just like in the pre-ending, you can receive missions at the Job Bulletin Board and the Outlaw Notice Board.



Some of the new post-ending dungeons remain inaccessible until you take on certain jobs. (p.28)



What's Different About Town Shops and Services?

Some of the stations at the Wigglytuff Guild and in Treasure Town will change slightly post-ending, so get reacquainted with them here so you know what to do before your next dungeon exploration.

Wigglytuff Guild

1 Job Bulletin Board

Here you can take on jobs to rescue Pokémon, find items, and more.

Post-ending Change

More kinds of jobs become available, like searching for the Golden Chamber. (p.28)

2 Outlaw Notice Board

Here you can gather information on outlaws, and take on jobs to retrieve stolen goods and such.

Post-ending Change

No significant changes

3 Chimecho Assembly

Here you can put together your team for dungeon explorations and check the status of the Pokémon on your Exploration Team.

Post-ending Change

After you've graduated from the Wigglytuff Guild, you can remove your hero and your partner from the team or change team leaders. (p.26)

4 Croagunk Swap Shop

Hand over 150 Poké and an exclusive item, and you will receive a different exclusive item in trade. You may either trade for an item made for the same Pokémon (or same type) or trade for an unknown item. (See p.713 for more.)

Post-ending Change

No significant changes

5 Diglett's Sentry Post

Watch Pokémon visiting the Wigglytuff Guild.

Post-ending Change

After graduation, you can talk to Loudred near the Sentry Post to take on a shift of guard duty. (p.713) Sometimes Loudred won't be there.

6 Bed

Go here and you can save your journey so far.

Post-ending Change

After graduation, you live in Sharpedo Bluff, so coming here won't allow you to save your game. (p.22)

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Reading materials in the Wigglytuff Guild

Location	Kind	Contents
a	Ten Rules for Exploration Teams	Ten Rules for Exploration Teams
b	Exploration Team Federation Q&A	A collection of useful information for adventuring, including info on exploration teams and how to complete jobs.
c	Sunflora's Oh My Gosh Diary	A diary Sunflora is keeping about guild life. More entries appear in it as the story unfolds. (p.714)
d	Bidoof's Yup Yup Journal	A diary Bidoof is keeping about guild life. More entries appear in it as the story unfolds. (p.714)





Treasure Town

1 Bed

The sleeping area for your fully-fledged exploration team.

Post-ending Change

Here's where you come to save your game after graduation from the Wigglytuff Guild.

2 Kangaskhan Storage

Here you can store items from your inventory or withdraw them from storage. The higher your Explorer Rank, the more items you can store. (p.40)

Post-ending Change

No significant changes

3 Kecleon Market • Kecleon Wares

Here you can buy and sell items. The Kecleon on the left and the one on the right have different item selections.

Post-ending Change

There are different items available for sale after graduation. (p.23)

4 Xatu Appraisal

For a fee of 150 Poké, you can extract the items inside Treasure Boxes picked up in dungeons and have them appraised.

Post-ending Change

No significant changes

5 Electivire Link Shop

Recall forgotten moves or, for a fee of 500 Poké, link moves together.

Post-ending Change

No significant changes

6 Duskull Bank

Deposit and withdraw Poké to and from your holdings (up to 9,999,999 Poké).

Post-ending Change

No significant changes

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7 Chansey Day Care

Cares for and hatches Eggs you receive as payment for completed jobs. You can add the newly-hatched Pokémon to your Exploration Team. (p.33)

Post-ending Change

No significant changes

8 Marowak Dojo

A training hall resembling a dungeon; here you can develop your exploration team.

Post-ending Change

The Final Maze becomes available after you graduate from the Wigglytuff Guild. (p.386)

9 Watering Hole & Assembly Post

You can save your game by examining the Watering Hole. You can also examine the sign and ring the bell to call Chimecho, who lets you reorganize your exploration team or check the status of the Pokémon on it.

Post-ending Change

Same as Chimecho Assembly (p.26)

10 Exit

You're shown a list of destinations, from which you can pick the dungeon you'll head to for your next exploration adventure. Sometimes there's an icon displayed below the dungeon name, like the ones below.


A dungeon that continues the story


A dungeon containing an active job

Post-ending Change

After your graduation from the Wigglytuff Guild, the list expands to include not only dungeons, but also the Luminous Spring (p.34) and the Hot Spring. After a certain point in the story, you'll also get the Shaymin Village (p.37).

11 Spinda's Café

This café has three useful stations, as well as the occasional Pokémon with a job to offer.

Post-ending Change

See p.24.

12 Lapras

Talk to Lapras to hitch a ride for yourself and your partner to the Hidden Land entrance. Lapras won't always be there.

Post-ending Change

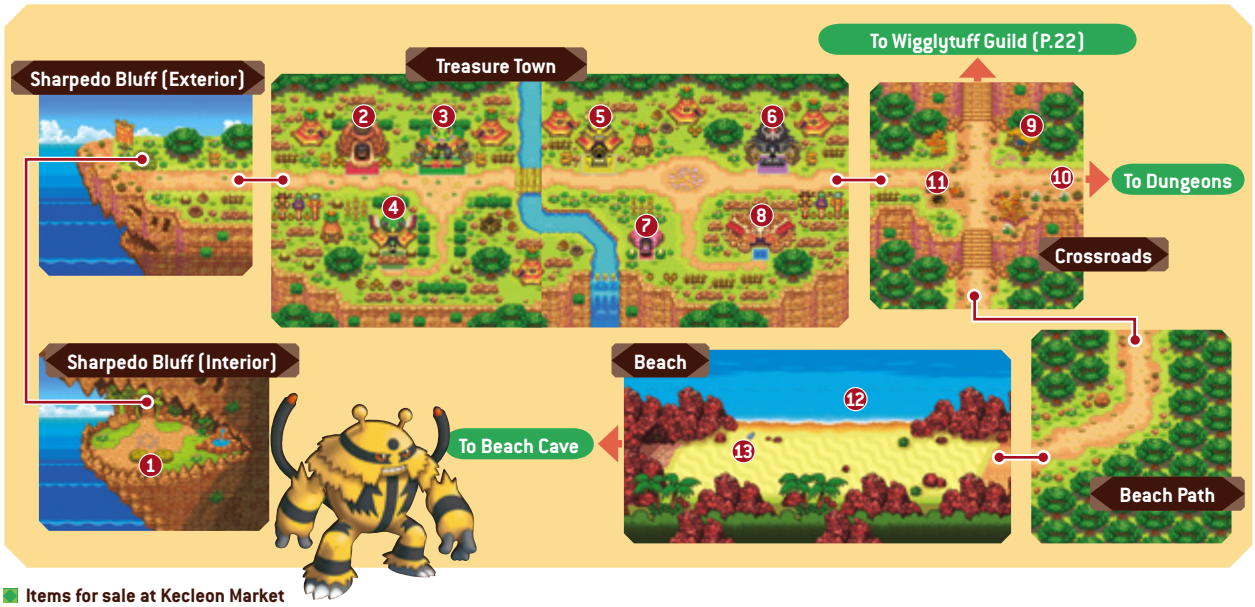
Post-ending, you'll be delivered directly to 1F of the Hidden Land, instead of the entrance.

13 Bottle

Examine the bottle that occasionally washes ashore to receive a job.

Post-ending Change

No significant changes



■ Items for sale at Kecleon Market

Kecleon Market

Item	Price	Period
Pecha Scarf	3500	B C D
Warp Scarf	1200	D
Heal Ribbon	6500	B C D
Stamina Band	3500	B C
Special Band	3000	D
Power Band	2500	B C D
Persim Band	4500	B C D
Insomniscope	3500	B C D
Silver Spike	6 each	B C D
Iron Thorn	4 each	B C D
Geo Pebble	25 each	A B C D

Item	Price	Period
Gravelerock	50 each	A B C D
Apple	25	A B C D
Blue Gummi	800	A B C D
Red Gummi	800	A B C D
Yellow Gummi	800	A B C D
Silver Gummi	800	A B C D
Black Gummi	800	A B C D
Royal Gummi	800	A B C D
White Gummi	800	A B C D
Sky Gummi	800	A B C D
Orange Gummi	800	A B C D

Item	Price	Period
Brown Gummi	800	A B C D
Clear Gummi	800	A B C D
Gray Gummi	800	A B C D
Green Gummi	800	A B C D
Purple Gummi	800	A B C D
Pink Gummi	800	A B C D
Grass Gummi	800	A B C D
Oran Berry	50	A
Cheri Berry	80	A B C D
Rawst Berry	90	A D
Pecha Berry	60	A

Item	Price	Period
Heal Seed	250	B C D
Stun Seed	50	A D
Sleep Seed	70	A B C
Pure Seed	150	D
Vanish Seed	1000	D
Blast Seed	30	A
Reviver Seed	800	A B C D
Violent Seed	150	A B C D
Warp Seed	20	A B C
Max Elixir	250	A B C D

*Money is in Poké

*A—Until the expedition team members are announced in Chapter 6 B—Until the end of Chapter 13 C—Until your graduation from the Wigglytuff Guild D—After your graduation from the Wigglytuff Guild

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Kecleon Wares

Item	Price	Period
Iron Tail	8000	A B C D
Dark Pulse	6500	A B C D
Dig	6500	A B C D
Torment	6000	A B C D
Swagger	6500	D
Rock Slide	6500	A B C D
Energy Ball	6500	A B C D
Overheat	6500	A B C D
Will-O-Wisp	6500	D
Return	6500	A B C D
Flamethrower	8000	A B C D
Thunder	9000	A B C D
Facade	6000	A B C D
Brick Break	6500	A B C D
Focus Blast	6500	A B C D
Focus Punch	6000	A B C D
Giga Impact	6500	A B C D
Giga Drain	7000	A B C D
Silver Wind	6500	D
Grass Knot	6500	A B C D
Endure	6500	D
Psychic	6000	A B C D
Embargo	6500	A B C D
Brine	6500	A B C D
Psych Up	6500	A B C D
X-Scissor	6500	A B C D

Item	Price	Period
Earthquake	6500	D
Natural Gift	6500	A B C D
Payback	6500	A B C D
Gyro Ball	6500	A B C D
Shadow Claw	6500	A B C D
Shadow Ball	6500	A B C D
Thunderbolt	8000	A B C D
Vacuum-Cut	6500	A B C D
Safeguard	6000	A B C D
Wide Slash	6500	A B C D
Skill Swap	7000	A B C D
Stealth Rock	6500	A B C D
Stone Edge	6500	A B C D
SolarBeam	7000	A B C D
Explosion	6500	A B C D
Dive	6500	A B C D
Fire Blast	9000	A B C D
Bullet Seed	6000	A B C D
Charge Beam	6500	D
Taunt	6000	A B C D
Pluck	6500	D
Aerial Ace	7500	A B C D
Swords Dance	6500	A B C D
Shock Wave	7500	A B C D
Thunder Wave	6500	A B C D
Poison Jab	6500	A B C D

Item	Price	Period
Toxic	6000	A B C D
Dragon Claw	8000	C D
Trick Room	6500	D
Drain Punch	6500	D
Thief	6500	C D
U-turn	6500	D
Fling	6500	D
Sleep Talk	6500	A B C D
Rest	6500	A B C D
Hyper Beam	9000	A B C D
Steel Wing	7000	A B C D
Roost	6500	A B C D
Light Screen	6500	A B C D
Secret Power	6500	A B C D
Bulk Up	8000	C D
Blizzard	9000	A B C D
Flash	6500	A B C D
Sludge Bomb	7500	A B C D
Roar	6000	A B C D
Protect	6000	A B C D
Substitute	6500	D
Water Pulse	7500	A B C D
False Swipe	6500	A B C D
Calm Mind	8000	A B C D
Hidden Power	6500	A B C D
Attract	6500	A B C D

Item	Price	Period
Frustration	6000	A B C D
Captivate	6500	A B C D
Avalanche	6500	A B C D
Dream Eater	6500	D
Flash Cannon	6500	D
Recycle	6500	A B C D
Reflect	6500	A B C D
Dragon Pulse	6500	D
Ice Beam	8000	A B C D
Rock Polish	6500	C D
Rollcall Orb	150	A B C D
Escape Orb	150	A B C D
Rainy Orb	70	A B C D
Hail Orb	70	A B C D
Sandy Orb	70	A B C D
Foe-Fear Orb	150	A B C D
Foe-Hold Orb	150	A B C D
Foe-Seal Orb	150	A B C D
Spurn Orb	150	A B C D
Drought Orb	150	A B C D
Sunny Orb	70	A B C D
All-Hit Orb	150	A B C D
All-Mach Orb	150	A B C D
Key	8000	D

Spinda's Café

1 Spinda's Juice Bar

Hand over ingredients to have them made into a beverage. Drinking the beverage has pretty much the same effects as eating or drinking the ingredients would have, except that sometimes there are additional bonus effects. (p.718)

Post-ending Change

More dungeons become available post-graduation (p.714). Also, once you've been to the 3rd Station of Sky Peak, you can receive items from Shaymin's Delivery Service and Happiny (p.716).

2 Recycle Shop

Here you can acquire goods in trade for a given number and kind of other items. New dungeons will become available the more you use the shop.

Post-ending Change

More dungeons become available post-graduation.

Dungeons accessible through the Recycle Shop

- Landslide Cave (3×/*1)
- Oran Forest (60×/*1)
- Zero Island Center (150×/*2)
- Tiny Meadow (25×/*1)
- Lake Afar (100×/*2)

*( )Must make this number of trades to get it
*1— Gain access after the start of Chapter 10
*2— Gain access after graduation

3 Big Treasure

In exchange for a game ticket, you can participate in a random drawing (see p.718–719 for the prizes).

Post-ending Change

No significant changes



To Treasure Town (P.23)

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Recycle Shop goods

	Name	Conditions	Items needed for trade
Regular Goods	Oran Berry	(From beginning)	Apple ×2
	Escape Orb	Make 2 trades	Big Apple & Apple
	Heal Seed	Make 4 trades	Big Apple & Apple ×2
	Cleanse Orb	Make 8 trades	Grimy Food ×3
	Reviver Seed	Make 10 trades	Escape Orb ×2
	Eyedrop Seed	Make 12 trades	Max Elixir ×3
	Power Band	Make 14 trades	Apple & Max Elixir & Escape Orb
	Def. Scarf	Make 16 trades	Apple & Max Elixir & Escape Orb
	Special Band	Make 18 trades	Apple & Max Elixir & Escape Orb
	Zinc Band	Make 20 trades	Apple & Max Elixir & Escape Orb
	Prize Ticket	(From beginning)	4 items (any items except for throwing items or Big Treasure gameplay tickets)
	Silver Ticket	Attain Silver Rank	6 items (any items except for throwing items or Big Treasure gameplay tickets)
	Gold Ticket	Attain Gold Rank	8 items (any items except for throwing items or Big Treasure gameplay tickets)
	Prism Ticket	Attain Hyper Rain	10 items (any items except for throwing items or Big Treasure gameplay tickets)
Promotional Items	Protein	Make 22 trades	Oran Berry ×3 & X-Eye Seed
	Calcium	Make 24 trades	Oran Berry ×3 & Sleep Seed
	Iron	Make 26 trades	Oran Berry ×3 & Blinker Seed
	Zinc	Make 28 trades	Oran Berry ×3 & Totter Seed
	Link Box	Make 30 trades	Chesto Berry ×3 & Cheri Berry ×3 & Rawst Berry ×3 & Pecha Berry ×3
	Life Seed	Make 50 trades	Oran Berry ×3 & Simple Seed ×1
	Curve Band	Make 80 trades	Oran Berry ×2 & Apple x1
	No-Aim Scope	Make 90 trades	Oran Berry ×2 & Apple x1
	Patsy Band	Make 95 trades	Oran Berry ×3 & Apple x1
	Joy Seed	Make 100 trades	Oran Berry ×3 & Simple Seed ×2

*One promotional item is selected randomly from all the eligible ones
*Promotional items go away when they're traded, and new items are stocked the next day. They're also replaced after 3 days on the shelf.



Post-Ending Reference Guide 3

What's Different About Dungeon Exploration?

Another thing that changes post-graduation are the dungeons—make sure to learn all the new aspects and rules so you can continue to explore dungeons without fear.

Explorations have a ton of new features!

The basics of dungeon exploration are the same as they were pre-ending, but some elements have changed or been added. The way you normally approach a dungeon might be completely changed, so pay attention to the following alterations so you consider them in your next exploration.



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CHANGE 1 Full control of your team configuration

You don't have complete control of your team makeup pre-graduation—for example, you can't remove the hero or partner Pokémon from your team. However, post-graduation, you'll be able to do this and more at Chimecho Assembly, as detailed below. You should choose team members suitable for the terrain and enemies in your next dungeon.



When headed to a dungeon with very strong enemy Pokémon, you'll be more confident when all your team members can fight effectively.

You can take the hero and partner off the team

Post-graduation you can remove the hero and partner from your team and staff it with whomever you choose, though limits on the number of Pokémon and size remain.



You can choose up to four of any Pokémon available, but remember that the team's total size can't be above 6 stars.

You can change team leaders

Pre-graduation, the hero (the Pokémon you control) was always the leader. Post-graduation, any Pokémon can be the leader.



In a dungeon with a lot of waterways or pits, it's a good idea to make your leader a Pokémon that can cross that kind of terrain.

CHANGE 2 Many kinds of special rooms and floors

Some of the new dungeons you can get to post-graduation contain special rooms and floors. Some of the ones described below are found pre-ending, but there are many more to discover.

Treasure Chamber

A room containing a rare and valuable item. The item is surrounded by doors or an unbreakable wall, and you need a Key to get in, so don't forget to have one on hand when you go exploring. (There are some Treasure Chambers with no doors.)



There may even be a moat behind the door. Be prepared for these cases with something like a Drought Orb.





Characteristics of Treasure Chambers

- The floor on which a Treasure Chamber is found, and the item that's inside it, are determined by which dungeon it's in.
- The item is in an inner chamber surrounded by indestructible walls.
- If the chamber has a door, you can't see inside until you open the door using a Key.
- If the item that would have been in the chamber is the same as one that's already in your Treasure Bag, the item in the chamber is replaced with a Reviver Seed.

Sealed Chamber

Similar to a Treasure Chamber in that it is surrounded by an unbreakable wall. However, unlike Treasure Chambers, a Sealed Chamber only appears when you accept certain jobs (p.53), and can only be opened by the client from that job. Unfortunately, the item inside is the one that the client is looking for, so it will take immediate possession of it, cutting you out.



You can't open a Sealed Chamber door, even with a Key. The leader has to examine it, and then the client will open it.





Characteristics of Sealed Chambers

- Appears while you have an active job to find a Sealed Chamber, on the destination floor for that job.
- The item is inside a chamber with indestructible walls. When the leader examines the door, the job client opens it, providing access to the chamber.
- You can't see inside the chamber until your client opens the door.

Vast Room

When you use a One-Room Orb, the entire floor turns into one enormous room. If you use a One-Room Orb on a floor that contains a Monster House, all the hidden foes will pop up near your leader.



You run a big risk from far-off enemies using moves that can affect the entire room.

Treasure Floor

The final floor of certain dungeons, including Zero Isle dungeons and dungeons accessed through the Recycle Shop. It is free of enemies but contains Deluxe Boxes. The number and content of the boxes differs with each dungeon.



Step onto the warp zone and select "Proceed" to return to town.





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Golden Chamber

There are some jobs posted on the Job Bulletin Board in the post-ending only, which involve locating a Golden Chamber (p.XX). Take on one of these jobs, and one of the dungeon's floors changes into an enormous, glittering gold chamber.
There are two Deluxe Boxes at the center of the chamber, but they're surrounded by unbreakable walls and waterways. Bring a Mobile Scarf or Drought Orb, or use a leader that can cross water, to overcome these obstacles.

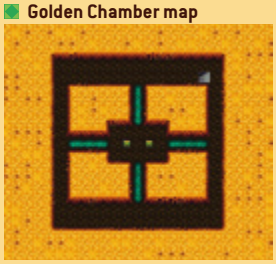
Characteristics of a Golden Chamber

- When you activate a job involving a Golden Chamber, the destination floor of that dungeon changes into a Golden Chamber.
- The layout of Golden Chambers is always the same (see map at right).
- There are two Deluxe Boxes in the center of the chamber (the contents are randomly chosen from the selection at right).



Your job is completed when you step on the staircase. Whether you actually picked up the Deluxe Boxes or not doesn't matter for job completion.

Golden Chamber map



Possible contents of a Deluxe Box found in a Golden Chamber

- Gold Ribbon
- Sun Ribbon
- Sitrus Berry
- Golden Seed
- Golden Apple
- Gold Gummi
- Sun Stone
- Lost Loot

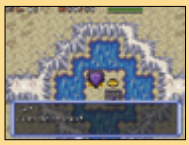


Challenge Floor

This floor appears only when you have an active Challenge Letter job. Here a challenger and its allies await your exploration team. Just like on boss floors, Wonder Orbs have no effect, and you can't be rescued if you're defeated. The floor layout will usually be one of 5 types, but if your challenger is Mewtwo, Raikou, Entei, Suicune, or Jirachi, you'll face a custom floor unique to that challenger. (p.717)

Treasure Memo Floor

One kind of job involves searching for treasure using the clues in a Treasure Memo, which are only found washed ashore in a bottle on the beach. A Treasure Memo dungeon floor appears when you've activated such a job. The floor contains a Deluxe Box, but may also be laid with traps like the Gust Trap or the Warp Trap. Depending on the layout of the floor, to pick up the Deluxe Box you'll have to cross over water or walls, or use Key to pass through doors. As with Treasure Chambers or Golden Chambers, you should bring along items like a Key or Mobile Scarf.



Sometimes the layout will have you using a Warp Trap to get to the Deluxe Box.



There are many places post-ending where you'll need a Key to get to a treasure.



Characteristics of a Treasure Memo Floor

- Replaces the destination floor in a dungeon if you have an active job there searching for treasure using clues from a Treasure Memo.
- The floor layout is randomly determined from 30 possible types (p.717).
- It contains one Deluxe Box.
- You may sometimes find Poké on the floor.

Possible contents of a Deluxe Box found on a Treasure Memo Floor

- Wonder Gummi
- Joy Seed
- An item randomly chosen from a list of 22 items

Outlaw Team Floor

This floor replaces the destination floor when you've activated a job to arrest an outlaw and its lackeys. There are five regular layouts for this kind of floor (p.717). What all of them have in common is that the outlaw will appear with 7 to 9 lackeys. Just as on boss floors and challenge floors, Wonder Orbs are ineffective and you can't be rescued if you're defeated.

CHANGE 3 Dungeons with limitations

There are some pre-graduation dungeons that only you and your partner can visit. Some post-graduation dungeons also have the restrictions below. You'll need to make the right preparations before visiting such a dungeon.



If the dungeon has any restrictions attached, you'll be alerted with a confirmation message right before entering.

Start at Lv1

Entering the dungeon reduces your level to 1, your IQ to half a star, and your stats, moves, and tactics to those you had at Lv1. (The effects of Health Drinks, Evolutions, and stat increases from hatching from an Egg are nullified. Moves learned from TMs and HMs are forgotten.) Upon exiting the dungeon, you return to your original state.

Limited team members

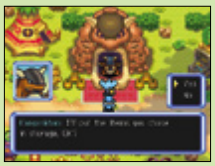
Some dungeons only allow you and your partner to enter, and some limit you to a single team member.



Some dungeons with a role in the story only let you and your Partner enter together, at least until you've cleared the dungeon for exploration.

Limited number of items

There are three kinds of item limits: no items, only 8 items, and only 16 items. If you enter the dungeon carrying more items than the limit allows, your surplus items get shaved off the top.



Deposit the contents of your Treasure Bag at Kangaskhan Storage before visiting the dungeon.

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No Poké allowed

When you enter the dungeon, all the Poké in your possession will evaporate. Deposit it at the Duskull Bank before heading out on your adventure.



If you want to buy something at a store inside the dungeon, you'll just have to use Poké you've picked up on that outing, or sell items you don't need.

No Exp. gained

You gain no experience points from defeating enemy Pokémon or taking damage while wearing a Joy Ribbon.



You can still gain a level by eating a Joy Seed.

Cannot detect traps using regular attacks

You can't make traps in front of you visible by using a regular attack (p.709). This means you'll have to find some other way to deal with traps.

IQ has no effect

All IQ skills are nullified. Watch out—this means that even your initial IQ skill, Item Catcher, will not work.

Post-Ending Reference Guide 4



What About Jobs That Are Only Available Post-ending?

Post-ending, you'll find a greater variety of jobs available to you, with a greater range of difficulty—but also greater rewards, so they're worth the time and effort.

Take on tougher jobs!

Your exploration team has a huge variety of jobs available to it post-ending, but the ones below are recommended as they take you places you couldn't go pre-ending, or earn you items that will come in handy in your post-ending adventures. Also, pre-ending jobs maxed out at a difficulty of 3 stars. Post-ending, you'll encounter jobs with a difficulty of 4 to 9 stars (p.53).

Explore new dungeons

The dungeons below can be accessed through certain jobs you take post-graduation. For the 8 locations other than Shimmer Hill, Midnight Forest, and Labyrinth Cave, you need to have been granted Secret Rank.

Dungeons that can be accessed through taking on certain jobs

- Shimmer Hill
- Midnight Forest
- Labyrinth Cave
- Bottomless Sea
- Shimmer Desert
- Mt. Avalanche
- Giant Volcano
- World Abyss
- Sky Stairway
- Mystery Jungle
- Star Cave

Find legendary treasure

Search for rare and valuable items known as legendary treasures (p.36). There are six kinds of treasure you can find: the Golden Thorn, the Rare Fossil, the Golden Apple, the Mystery Part, the Secret Slab, and the Lost Loot.

Find the Golden Chamber

Search for a special kind of floor called a Golden Chamber (p.27). The job is fulfilled once you step on the staircase in the Golden Chamber, but explore the floor to find two Deluxe Boxes in the center of the chamber.

TREASURE EXTRA!

Jobs get new limitations the higher your rank gets

As your exploration team rank goes up, some of your jobs will carry restrictions like the ones at right, which you can't enter the dungeon without clearing. These restrictions are displayed in the "Restrictions" column on the "Job details" screen, so don't forget to check.

Team member restrictions based on exploration team rank

Exploration Team Rank	Team member limits for job
Over Gold Rank	You must have a certain type of Pokémon on your team
Over Diamond Rank	You must have a certain Pokémon on your team

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Post-Ending Reference Guide 5

How Do I Recruit More Pokémon?



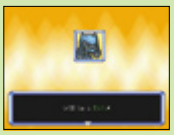
In the post-ending you can add many more Pokémon to your exploration team roster; learn the techniques listed below to maximize your chances of recruiting them all!

There are more ways to recruit Pokémon post-ending

In the beginning, your exploration team consists only of your partner and you. But in Chapter 5, when you accept the assignment to investigate the Secret Waterfall, you gain the ability to add new friends. Listed here are several ways to recruit Pokémon, some of which can only be used post-ending. Note that you can have no more than 552 Pokémon in your exploration team.

Method 1 Choose your hero and partner

You and your partner are the founding members of your exploration team. There are 19 possible candidates for the hero, and 21 for the partner.



Method 2 Recruit through an event

As the story progresses, Pokémon you meet in town or deep in a dungeon may be recruited. Some must be battled first.



Method 3 Defeat to recruit

Sometimes you can recruit an enemy Pokémon in a dungeon after defeating it. Each Pokémon has a different probability of joining your team.



Method 4 Complete a job to recruit

Sometimes, when you complete a job listed on the Jobs Bulletin Board, you get to recruit the Pokémon that posted the job. So get cracking on those jobs!



Method 5 Drink beverages

Sometimes at Spinda's Juice Bar, drinking a beverage made from certain ingredients (p.718) will earn you a friend.



Method 6 Hatch from an Egg

You may occasionally receive an Egg in payment for a job completed. Pokémon hatch from these Eggs, and will then join your team.



Method 7 Evolve your team members

Post-graduation, the Pokémon on your team can evolve. See p.34 for more details.



METHOD 1 Choose your hero and partner

When you start a new game, you'll be asked 8 questions to determine your personality, and based on that, you'll be assigned one of the Pokémon to the right as your hero Pokémon (p.710). After that, you choose your partner from a slate of Pokémon with different types from your hero Pokémon.

Name	Hero	Partner
Bulbasaur	○	○
Charmander	○	○
Squirtle	○	○
Pikachu	○	○
Vulpix	○	○
Meowth	X	○
Eevee	○	○

Name	Hero	Partner
Chikorita	○	○
Cyndaquil	○	○
Totodile	○	○
Phanpy	○	○
Treecko	○	○
Torchic	○	○
Mudkip	○	○

Name	Hero	Partner
Skitty	○	○
Turtwig	○	○
Chimchar	○	○
Piplup	○	○
Shinx	○	○
Munchlax	X	○
Riolu	○	○

METHOD 2 Recruit through an event

The Pokémon in the chart below can be recruited as part of certain events in the story. Note that all of them except for Shaymin, Phione, Cresselia, and Manaphy must be battled and defeated first. If they leave you, you may recruit them again in the same manner, but their levels and other stats will revert to their original state.

Pokémon that can be recruited through story events

Name and Level	How to Recruit
Uxie Lv42	Defeat post-ending at Steam Cave Peak (Upper Steam Cave, 8F)

Name and Level	How to Recruit
Mesprit Lv42	Defeat post-ending at Underground Lake (Quicksand Cave Pit, B11F)

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Pokémon that can be recruited through story events (continued)

Name and Level	How to Recruit
Azelf Lv42	Defeat post-ending at Crystal Lake (Crystal Crossing B14F)
Dialga Lv48	Defeat post-ending at Temporal Pinnacle (Temporal Spire, 11F)
Shaymin Lv55	After completing Sky Peak, go back and talk to Shaymin
Kyogre Lv49	Defeat at Bottomless Sea Depths (B50F) after attaining Secret Rank (*1)
Groudon Lv49	Defeat at Shimmer Desert Pit (10F) after attaining Secret Rank (*1)
Articuno Lv43	Defeat at Mt. Avalanche Peak (20F) after attaining Secret Rank (*1)
Heatran Lv49	Defeat at Giant Volcano Peak (20F) after attaining Secret Rank (*1)
Giratina Lv48	Defeat at World Abyss Pit (B30F) after attaining Secret Rank (*1)
Rayquaza Lv49	Defeat at Sky Stairway Apex (50F) after attaining Secret Rank (*1)

Name and Level	How to Recruit
Mew Lv46	Defeat at Mystery Jungle (30F) after attaining Secret Rank (*1)
Phione Lv40	After completing Deep Miracle Sea, go back to Miracle Seabed (Deep Miracle Sea B5F)
Regice Lv46	After completing Aegis Cave, defeat Regice again at Regice Chamber (*1)
Regirock Lv46	After completing Aegis Cave, defeat Regirock again at Regirock Chamber (*1)
Registeel Lv46	After completing Aegis Cave, defeat Registeel again at Registeel Chamber (*1)
Regigigas Lv49	After completing Aegis Cave, defeat Regigigas again at Regigigas Chamber (Aegis Cave Pit, B6F)
Palkia Lv48	After completing Deep Dark Crater, defeat Palkia at Spacial Rift (Deep Spacial Rift, B10F)
Cresselia Lv47	Talk to Cresselia at Sharpedo Bluff after completing Deep Dark Crater
Manaphy Lv40	Complete more than three jobs after completing Deep Dark Crater *(2)

*1— 50% chance of recruitment *2— Cannot send away once recruited

METHOD 3 Defeat to recruit in a dungeon

You can recruit the Pokémon listed below if you defeat them as foes in a dungeon while meeting certain requirements, in accordance to their individual likelihood of being recruited. The following pages explain certain things you should pay attention to when recruiting Pokémon this way.



You can see which Pokémon you've recruited on that floor by going to the menu and picking Miscellaneous > Search friends.



If you have too many team members to take on a new one, you must send one back to the guild.

Conditions for recruiting dungeon Pokémon

- The leader defeats it while standing adjacent to it.
- You defeat it using a method that can earn Exp.
- You defeat it in a dungeon where you can recruit it. (There are some periods during the game when you cannot recruit Pokémon.)

Dungeons with periods when you cannot recruit Pokémon

Name	When you can't recruit Pokémon
Drenched Bluff	Until the end of Chapter 4
Mt. Bristle	Until the end of Chapter 4
Craggy Coast	Until the end of Chapter 9
Mt. Horn	Until the end of Chapter 9
Foggy Forest	Until the end of Chapter 9
Steam Cave	Until the ending
Upper Steam Cave	Until the ending
Treeshroud Forest	Until the ending

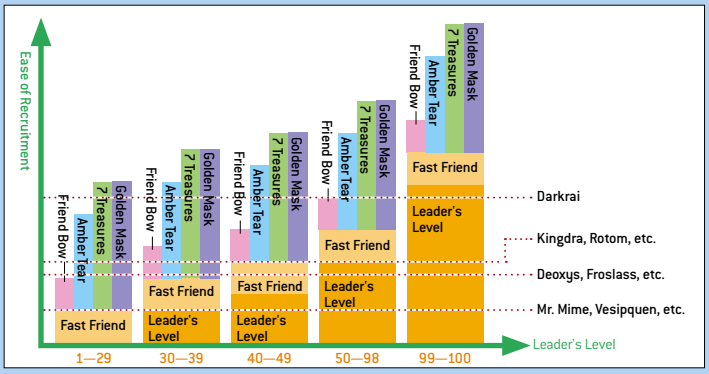
Name	When you can't recruit Pokémon
Brine Cave	Until the end of Chapter 18
Lower Brine Cave	Until the end of Chapter 18
Mystifying Forest	Until you clear it once
Mt. Travail	Until you clear it once
Spacial Rift	Until you first complete the Deep Dark Crater
Deep Spacial Rift	Until you first complete the Deep Dark Crater
Dark Crater	Until you first complete the Deep Dark Crater
Deep Dark Crater	Until you first complete the Deep Dark Crater

TREASURE EXTRA!

How can I raise my chances of recruiting a Pokémon?

There are several ways to raise your chance of recruiting a defeated enemy Pokémon. You can raise your leader's level, hold certain items, or use the Fast Friend IQ Skill. The graph to the right illustrates how each of these elements will affect your chances.

Also, when you start a new game, you're asked if you've played *Pokémon Mystery Dungeon: Explorers of Time* or *Pokémon Mystery Dungeon: Explorers of Darkness*. If you answer yes, some Pokémon will be easier to recruit. Also, the Pokémon whose names are written to the right of the dotted lines can only be recruited when the total of your recruitment techniques, represented by the solid blocks, is higher than the dotted line on the chart.



*See p.392 for the Pokémon that can use Fast Friend. *See p.37 for more on the 7 Treasures.

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CAUTION 1 Some Pokémon only appear later in the story

Near the beginning of your adventure, visit dungeons all you like, but you will never find the 16 Pokémon listed to the right. For them to appear, you must reach a particular milestone in the game. If you want to recruit these Pokémon, you need to work on progressing the story.

Pokémon that appear after a certain period in the story

Post-graduation		After the Marine Resort appears	
Pichu	Luxio	Zapdos	Latios
Pikachu	Luxray	Moltres	Dusknoir
Phanpy	Riolu	Celebi	Darkrai
Donphan	Froslass	Latias	
Shinx			

CAUTION 2 Some Pokémon won't appear without certain items

In each dungeon, there are some Pokémon that will only appear if you're holding a special item—the Secret Slab or Mystery Part. Having either one of them in your Treasure Bag can make the 8 Pokémon below appear. These items are extremely hard to get a hold of, so do not lose them. Note that many of these Pokémon will only appear on one floor of a certain dungeon.

Pokémon that only appear when you are holding special items

Zapdos	Ho-Oh	Latias	Deoxys (*3)
Lugia	Celebi	Latios	Darkrai

*3— The Deoxys that appears at the Temporal Spire cannot be recruited.

How to find the special items

- Once your exploration team has achieved Diamond Rank, accept and complete the jobs to find the items.



The Secret Slab and the Mystery Part both have the same effect.

CAUTION 3 Some Pokémon are hard to find

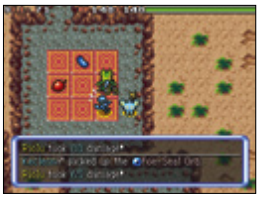
Not only do the 6 Pokémon to the right appear on only a limited number of floors, but they also have a very low appearance rate. If you want to recruit them, you're going to have to look hard for them. Having a Pokémon on your team with the Ability Illuminate will make enemy Pokémon appear constantly, making these Pokémon a little easier to find.

Some hard-to-find Pokémon

Chansey	Cleffa	Wailord
Lapras	Igglybuff	Milotic

CAUTION 4 Kecleon is one tough customer

If you try to take goods from a Kecleon Market in a dungeon without paying, the Kecleon shopkeeper and hordes of Kecleon all across the floor will mob you. There's a slim chance you can recruit them if you defeat them, but their high stats make them no easy target. Don't skimp on your moves and items—use everything you've got to take them down (p.709).



The Kecleon that chase after you when you shoplift are much faster than normal.



METHOD 4 Complete a job to recruit

With some jobs, the reward is listed as "???". When you complete those jobs, sometimes the reward is the client joining your exploration team. Pay attention to the conditions listed below to recruit these Pokémon.

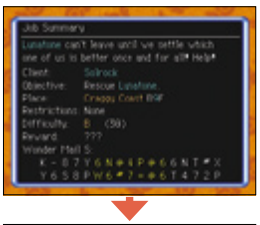
Conditions for client Pokémon that can be recruited

- Members of your exploration team have dealt damage.

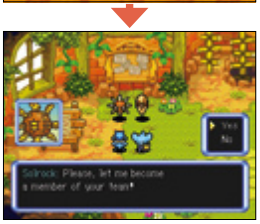
* Some Pokémon cannot become clients (see next page).

Features of Pokémon you recruit by completing a job

- Level is always 1.
- If the destination floor of the dungeon is an odd number, the client is male. If it is even, the client is female (in the case of a gendered Pokémon).
- If the client is not recruited, you earn 1,000 Poké.



Accept a job where the reward displayed is "???"



When you complete the job, sometimes the client will express a wish to join your team.

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Pokémon that cannot become clients

Pre-ending

- Same kind as the hero
- Same kind as the partner
- Chansey
- Duskull
- Electivire
- Electrike
- Kabutops
- Kangaskhan
- Koffing
- Luxio
- Luxray
- Manectric
- Marowak
- Omastar
- Pelipper
- Skuntank
- Spiritomb
- Spoink
- Torkoal
- Vigoroth
- Xatu
- Zubat

Never

- Armaldo
- Articuno
- Azelf
- Azurill
- Bidoof
- Breloom
- Cascoon
- Castform
- Celebi
- Chatot
- Chimecho
- Corphish
- Cresselia
- Croagunk
- Darkrai
- Deoxys
- Dialga
- Diglett
- Drowzee
- Dugtrio
- Dusknoir
- Entei(*1)
- Froslass
- Gallade
- Gardevoir
- Giratina
- Groudon
- Grovyle
- Gyarados
- Heatran
- Heracross
- Ho-Oh
- Jirachi(*1)
- Kakuna
- Kecleon
- Kyogre
- Lapras
- Latias
- Latios
- Lopunny
- Loudred
- Lucario(*1)
- Lugia
- Machoke
- Magnemite(*2)
- Magneton
- Magnezone(*2)
- Manaphy
- Marill
- Mawile
- Medicham
- Mesprit
- Mew
- Mewtwo(*1)
- Moltres
- Mr. Mime
- Octillery
- Pachirisu
- Palkia
- Phione
- Porygon
- Porygon2
- Porygon-Z
- Raikou(*1)
- Rayquaza
- Regice
- Regigigas
- Regirock
- Registeel
- Rhyperior
- Roserade
- Sableye
- Scizor
- Shaymin
- Silcoon
- Sneasel
- Spinda
- Suicune(*1)
- Sunflora
- Teddiursa
- Unown
- Ursaring
- Uxie
- Wigglytuff
- Wobbuffet
- Wynaut
- Zapdos
- Zigzagoon

*1— Sometimes issues a Challenge Letter
*2— Is a client for a job arresting outlaws (but does not join your team)

SPECIAL JOBS Challenge Letters can let you recruit rare Pokémon

You won't normally find Mewtwo, Raikou, Entei, Suicune, or Jirachi posting jobs. But when you fulfill the conditions in the chart below, they may send Challenge Letters to Spinda's Café. You can recruit Pokémon you defeat in a Challenge Letter, so be fully prepared for the challenge.

Conditions for a rare Pokémon to send out a Challenge Letter

Pokémon	Conditions for sending out a Challenge Letter
Mewtwo	After you've attained Secret Rank and gained access to the Sky Stairway
Raikou	After you've attained Secret Rank and gained access to the Southeastern Islands
Entei	After you've attained Secret Rank and gained access to the Inferno Cave
Suicune	After you've attained Secret Rank and gained access to the Treacherous Waters
Jirachi	After you've attained Secret Rank and cleared Special Episode 1, "Bidoof's Wish"



Get more job clients in the Explorer Maze

Select "Trade Teams" on the top menu, and you can fight another player's team in Marowak Dojo's Explorer Maze. The Pokémon you fight may also become job clients in the future. You can use this to make other players' team Pokémon appear as job clients, and complete their jobs to recruit them for yourself.

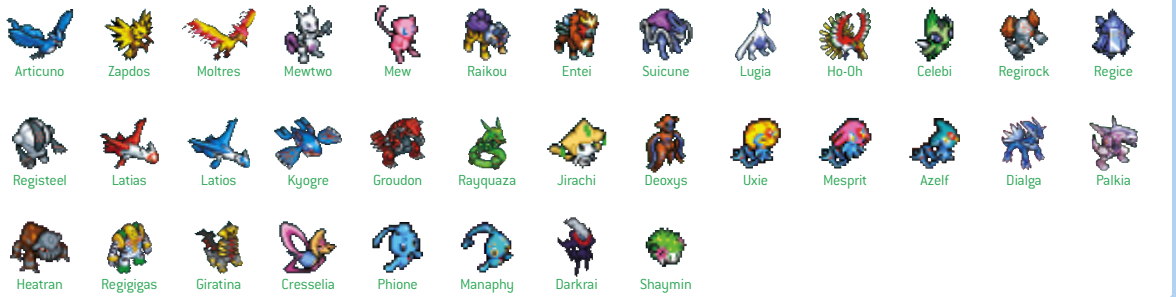


You can even use this method to recruit Pokémon that don't appear in the dungeons.



Rare Pokémon that you can only recruit one of

The Pokémon listed below are those that you can only have one of on your team. You can't hatch them from Eggs, they never evolve, and because all of them except for Shaymin and Phione are pretty much one of a kind, they won't appear in town or in dungeons where you could recruit them. Your usual recruitment methods won't work here.



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METHOD 5 Drink beverages at Spinda's Juice Bar

Sometimes when you're downing a beverage at Spinda's Juice Bar, other Pokémon customers will approach you with a desire to join your team. The ones you can recruit are listed below; you must fulfill the same conditions as required to make them job clients (p.31).

Features of Pokémon you can recruit at the Juice Bar

- Level is always 1
- Gender is determined randomly (for gendered Pokémon)

Pokémon you can recruit at the Juice Bar

- Absol
- Aerodactyl
- Anorith
- Aron
- Bagon
- Baltoy
- Barboach
- Beldum
- Bonsly
- Bronzor
- Budew
- Buneary
- Burmy
- Cacnea
- Carnivine
- Caterpie
- Cherubi
- Chingling
- Combee
- Corsola
- Cranidos
- Cubone
- Ditto
- Doduo
- Dratini
- Drifloon
- Dunsparce
- Electrike(*2)
- Elekid
- Farfetch'd
- Gastly
- Geodude
- Girafarig
- Glameow
- Grimer
- Hippopotas
- Hoothoot
- Hoppip
- Houndour
- Illumise
- Kabuto
- Koffing(*2)
- Krabby
- Kricketot
- Larvitar
- Lileep
- Lotad
- Lunatone
- Machop
- Magby
- Mareep
- Minun
- Misdreavus
- Natu
- Nincada
- Numel
- Oddish
- Omanyte
- Paras
- Phanpy(*1)
- Pichu
- Pineco
- Pinsir
- Plusle
- Poliwag
- Psyduck
- Ralts
- Rhyhorn
- Sandshrew
- Seel
- Seviper
- Shellder
- Shellos
- Shieldon
- Shroomish
- Shuckle
- Skarmory
- Skorupi
- Slugma
- Smeargle
- Snubbull
- Solrock
- Spheal
- Spinarak
- Stantler
- Starly
- Staryu
- Surskit
- Swinub
- Tangela
- Tauros
- Tentacool
- Trapinch
- Tropius
- Volbeat
- Weedle
- Wingull
- Wooper
- Yanma
- Zubat(*2)

*1— Only post-ending, if you already have this Pokémon as your hero or partner

*2— Post-ending only

METHOD 6 Hatch from an Egg

Some jobs have "???" listed in place of the reward, and you could receive an Egg when you complete the job. Sometimes, you'll receive an Egg when you have a drink at Spinda's Juice Bar. The Egg is automatically entrusted to Chansey Day Care. After several days, it hatches into a Pokémon that joins your team.



You can't receive a new Egg while you still have one in Chansey Day Care.

Pokémon that can hatch from Eggs you receive as rewards

- The Pokémon that hatches will either be one of the Pokémon on the destination floor of the dungeon, or its first evolutionary form. For instance, if there are Pikachu and Raichu on the destination floor of the dungeon, the Egg will hatch into a Pichu.
- The Egg will not hatch into any of the rare Pokémon that you can only have one of (p.32), or into Ditto.

Pokémon that can hatch from Eggs received at the Juice Bar

- Same as the Pokémon you can recruit in method 5 above.

Features of Pokémon hatched from Eggs

- Level is always 1.
- Pokémon is male if the destination floor of the dungeon was odd, female if it was even (in the case of gendered Pokémon). If you got the Egg at the Juice Bar, the gender is randomly determined.
- HP is 10 higher than normal. Attack, Defense, Sp. Attack, and Sp. Defense are all 5 higher than normal. (These stats drop to normal when entering a dungeon that makes you start from Lv1.)
- Sometimes the Pokémon can learn moves that it normally couldn't. But these moves cannot be recalled if forgotten.
- Sometimes the Pokémon is holding a special exclusive item.

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How Do I Evolve Pokémon?

A Pokémon on your exploration team that has met certain conditions can change into another Pokémon. This is called Evolution, and it can strengthen your team while adding new Pokémon to your roster.

Pokémon Evolution at Luminous Spring

You can go from the crossroads to Luminous Spring once you've graduated from the Wigglytuff Guild. Once you visit, follow the chain of events detailed below to have Pokémon on your exploration team evolve into other Pokémon. (You can only evolve your hero and your partner once you've gained access to the Marine Resort.) Some things change when a Pokémon evolves, and others don't; these are explained below. Evolve with care—once they evolve, a Pokémon can't go back to its previous form.

Major effects of Evolution



Things that stay the same

- Current Level(*3)
- Current learned moves
- IQ Skills
- IQ Skill group

Evolution

What changes after Evolution



- Form
- Type
- Abilities
- Terrain ability
- Amount of stat increase upon Level Up
- Size
- Learnable moves

*Upon Evolution, HP increase by 10 over the pre-evolutionary form. Attack, Defense, Sp. Attack, and Sp. Defense each increase by 5.
*3—Amount of Exp. changes to the amount needed for the post-Evolution Pokémon to reach its current level.

How to evolve a Pokémon

Proceed east from the crossroads, and choose Luminous Spring from the list of destinations.

At Luminous Spring, choose "Evolve." A list is displayed of the Pokémon that have fulfilled the requirements. Choose one.



If an item is also required, a message to that effect will be displayed after you select the Pokémon.

Pokémon evolves

Give a nickname to the newly-evolved Pokémon (not required).

Return to the crossroads. If the Pokémon you evolved is a team member, the team disbands and the leader is on its own. (The other members are on standby at Chimecho Assembly.)

Meet certain conditions for Evolution

Pokémon can't just evolve whenever they want—each Pokémon has requirements that must be met before Evolution can occur. Different Evolution requirements are described below. Some Pokémon even have multiple requirements for Evolution, such as needing to be at a certain level or having a certain item.



At Luminous Spring, you can choose from a list of Pokémon to evolve. The Pokémon on the list are the ones that have met their requirements to evolve.

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Different Evolution requirements

Level

Needs to be above a certain level to evolve—different Pokémon require different levels.

Example



IQ

Needs to have an IQ over a certain threshold to evolve. The required IQ will be 1 to 1.5 stars, 1.5 to 2 stars, or 2 to 2.5 stars.

Example



Item

Needs to be given a certain item to evolve. Different Pokémon use different items, and some even use two.

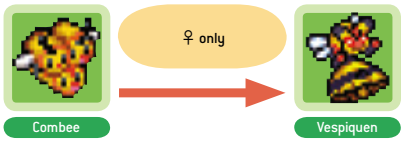
Example



Gender

Only one gender, ♂ or ♀, can evolve.
In some cases the other gender cannot evolve at all, and in other cases it evolves into a different Pokémon.

Example



Move

Needs to have learned a certain move to evolve. Forgetting the move afterward will not make the Pokémon revert to its prior form.

Example



Ally Pokémon

Needs a certain Pokémon to be on the team in order to evolve. The other Pokémon won't go away or be used up by the Evolution.

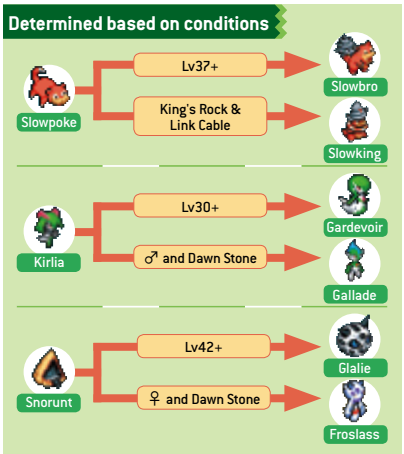
Example



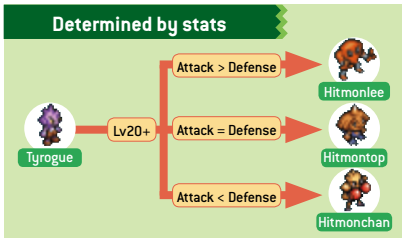
Pokémon with split Evolution paths

Some Pokémon can evolve into a variety of different Pokémon depending on conditions. Some noteworthy cases are Eevee, which can evolve into any of seven different Pokémon, and Nincada, which evolves into both Ninjask and Shedinja as long as the Chimecho Assembly isn't full.

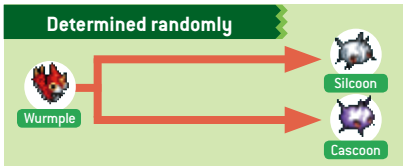
Determined based on conditions



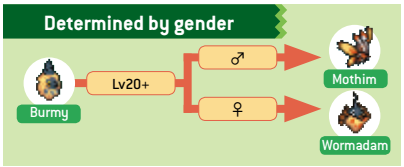
Determined by stats



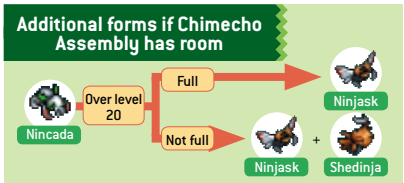
Determined randomly



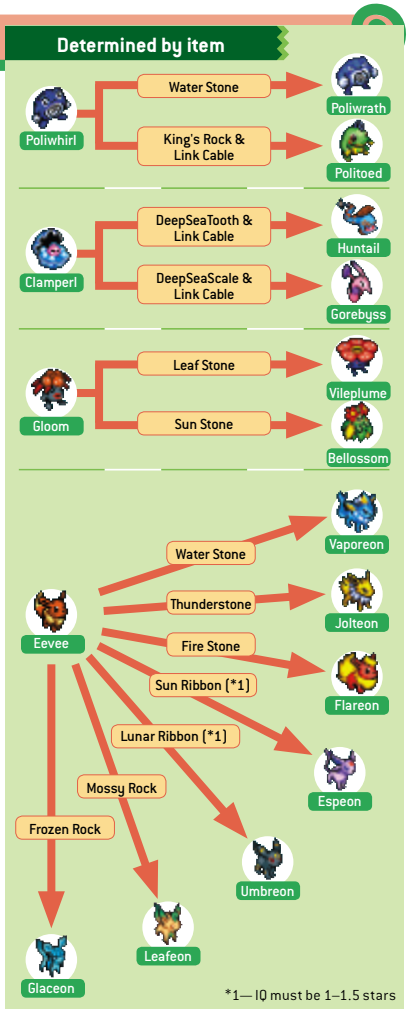
Determined by gender



Additional forms if Chimecho Assembly has room



Determined by item



*1— IQ must be 1–1.5 stars

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What Kinds of New Items are There?

You can acquire even more different kinds of items post-ending, enhancing your adventure, but watch out—items can now become grimy and unusable, too.

Master the use of new items

Items like the ones below will become available to you post-ending, powering up your team members and adding more possibilities to your adventure, so seek them out and learn to use them to their full potential.



Some of the new items are required to complete certain dungeons, like the Unown stones (p.180).

HM



Can teach a Pokémon a new move. Can only be used in town, but does not turn into a Used TM after use, meaning you can use it over and over again.

Evolution item



An item needed for the Evolution of certain Pokémon. Used when evolving Pokémon at the Luminous Spring post-graduation (p.34).

Other



Items that don't fit into any other category. Includes Keys to open the doors to treasure chambers, as well as treasures that can be sold for a high price.

TREASURE EXTRA!

What are the legendary treasures?

Some items are legendary treasures—special items so rare that they can only be acquired by completing certain jobs or by going into treasure chambers or Golden Chambers. Some are rare treasure, but others are items with powerful effects not available in shops.

Legendary treasures

- Gold Thorn
- Rare Fossil
- Golden Mask
- Amber Tear
- Golden Seed
- Golden Apple
- Wonder Gummi
- Mystery Part
- Secret Slab
- Lost Loot

Watch out for sticky items

Sometimes in post-ending dungeons, you might pick up a sticky item or step on a Sticky Trap (p.71), which slimes up the items in your inventory. The box to the right describes what happens when an item gets sticky. You can't use it in that condition, so use the methods listed below to restore it to its former state. If an item you don't need gets sticky, you might as well drop it on the floor or sell it at a shop inside the dungeon.

Features of sticky items

- There's an "x" displayed next to the name of the item
- You can't use it. Items that work just by being held will lose their effect.
- Items lose their effect even when thrown, and only inflict 2 points of damage.
- If a Pokémon's held item becomes sticky, the Pokémon cannot use or drop the item.

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How to clean a sticky item

Method	Effective on these items	Description
Leave the dungeon or arrive at a checkpoint or boss floor.	All	All your sticky items are restored.
Use a Cleanse Orb.	All	All your sticky items are restored.
Use Lickilicky's Laundry at a Secret Bazaar.	All	All your sticky items are restored. Costs 100 Poké to use.
Group it with your non-sticky items.	Throwing items	Group a sticky item together with non-sticky items, and they all become clean.
Activate a Grimy Trap.	Food, Gummis	Turns into Grimy Food, but is no longer sticky

TREASURE EXTRA!

The 7 treasures in each region of the world

The 7 treasures lie hidden, one in each of the 7 dungeons you gain access to via special rescue jobs (p.53, chart at right). Each treasure takes the form of a musical instrument. Have the leader hold one of the treasures, and it raises your chance of recruiting a defeated Pokémon whose type matches the item name. This is about as effective as the Golden Mask. Collect all the treasures and use them to expand your team.



Collect all 7 treasures and a treasure box icon will pop up on your game save screen.

Locations of the 7 treasures

Dungeon	Treasure
52 Bottomless Sea	Aqua-Monica
53 Shimmer Desert	Terra Cymbal
54 Mt. Avalanche	Icy Flute
55 Giant Volcano	Fiery Drum
56 World Abyss	Rock Horn
57 Sky Stairway	Sky Melodica
58 Mystery Jungle	Grass Cornet

Post-Ending Reference Guide 8



What Kind of Place is Shaymin Village?

As the story continues after the post-ending, you gain access to a place called Shaymin Village. There you'll find shops and services unlike the ones back at Treasure Town.

New services and new dungeons

All you need to do to get to Shaymin Village is complete more than one job after visiting any dungeon post-graduation (p.151). The entrance to the Sky Peak dungeon is in Shaymin Village. After that, Drifblim's Gondola and Shaymin's Delivery Service—two services that you won't find in Treasure Town—open up.

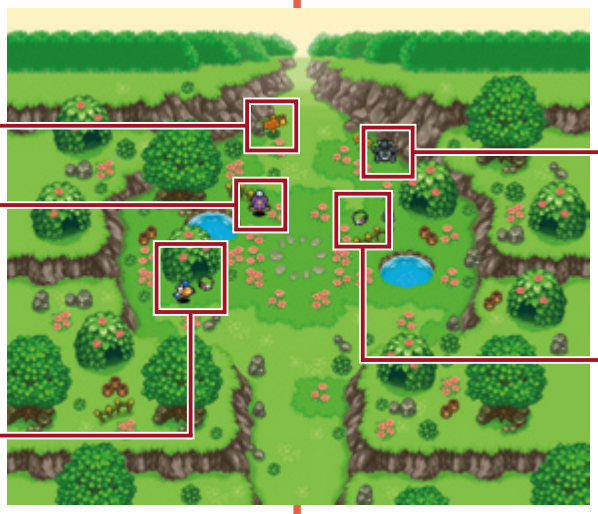


Once you're able to go to Shaymin Village, it will appear on your destination list when you're leaving Treasure Town.

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Assembly Post (P.23)

Sky Peak 1st Station (P.152)



Drifblim's Gondola

Usable

After you've been to the 2nd Station of Sky Peak

Shaymin's Delivery Service

Usable

After you've been to the 3rd Station of Sky Peak

Kangaskhan Rock

You can save your game and access Kangaskhan Storage.

Talk to the Shaymin here after you've made it through Sky Peak once to receive a Gracidea. (You can receive more each time you visit a dungeon, except for Marowak Dojo dungeons.)

To Treasure Town (P.22)

Shops and services in Shaymin Village, and how to use them

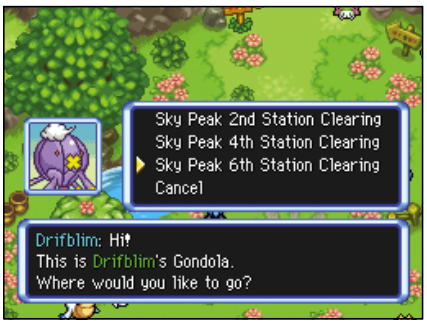
Drifblim's Gondola

Ferries you between Shaymin Village and any of the checkpoints on Sky Peak. However, you can only be ferried to places you've been to at least once before.

Places that Drifblim's Gondola can take you

- Shaymin Village
- Sky Peak 2nd Station
- Sky Peak 4th Station
- Sky Peak 6th Station

*You cannot visit locations you haven't been to yet



This service allows you to leave Sky Peak and start again later from where you left off.



Shaymin's Delivery Serivce

You can find an item called the Sky Gift at Sky Peak. Shaymin's Delivery Service sends Sky Gifts as presents to your partner and other Pokémon at the Wigglytuff Guild. Several days after you send one, you'll receive one of the items listed below as a return gift from Spinda's Juice Bar. If you send a Sky Gift over the wireless connection to a friend, they'll receive one of the items listed below. (Users of other versions of the game will not receive the Gold Ticket or the Prism Ticket.)

Items you can receive in return

- Sitrus Berry
- Life Seed
- Joy Seed
- Reviver Seed
- Ginseng
- Zinc
- Protein
- Iron
- Calcium
- Link Box
- Gold Ticket
- Prism Ticket





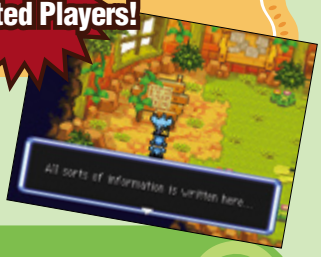
Talk to Spinda at the Juice Bar, and if your recipient has sent you a return gift, you'll receive it then.



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Pokémon Mystery Dungeon: Explorers of Sky — Quick Manual

Data for Dedicated Players!



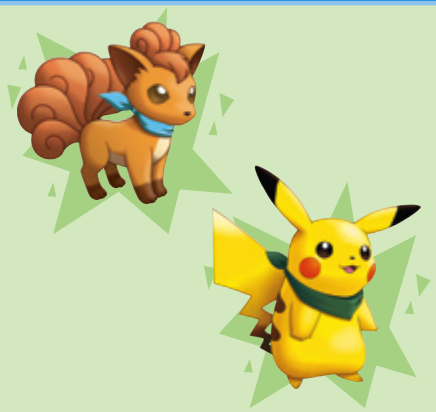
Here you'll find all the essential terms and information for your adventure—it's good to read up before you start your game, but don't be afraid to refer back to this section from time to time for a refresher course.



About Exploration Teams

Exploration Team

An exploration team is a group of Pokémon that have joined forces to explore strange new dungeons in search of treasure, and to help out other Pokémon in need. Usually several members at a time will go exploring a dungeon together.



Team

A group of Pokémon exploring a dungeon. There is a maximum of 4 Pokémon, with no more than 6 total stars of size between them. Sometimes a particular dungeon or job will dictate who the members of a team will be.

Leader

The Pokémon controlled by the player. Pre-ending, this is always the hero.



Hero

The player's Pokémon avatar. Which Pokémon you are was determined at the start of the game by your answers to a series of questions (p. 710). Pre-ending, the hero is always on the team, and is always the leader.

Companion Pokémon

Pokémon that join your team temporarily, like a job client. You cannot register their moves or give them items to hold. The heart icon next to their name will always be red.

Heart Icon

A symbol indicating members of your team. The icon shrinks as the Pokémon's HP is depleted.

Partner

The hero's right-hand Pokémon. Pre-ending, the partner is always on the team.

Treasure Bag



A bag to hold the Exploration Team's items. At first it can only hold up to 16 items, but its capacity grows as the story unfolds. An item held by a team member still counts as being in the Treasure Bag, but will have a number from 1 to 4 displayed next to it to indicate it is being held by a member of the team.

Treasure Bag capacity

When	Capacity
After you join the Wigglytuff Guild	16 items
After you've rescued Azurill at Mt. Bristle	24 items
After the expedition team members are announced	32 items
After the expedition	40 items
Post-graduation	48 items

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Exploration Team

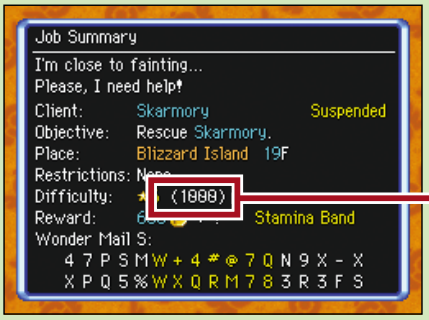
Explorer Badge

The symbol of an exploration team. Its color changes as you advance through the ranks; if you attain Secret Rank, you'll see a star to the lower right (p.20).



Explorer Rank

A title reflecting your accomplishments as an exploration team. As you gain points, your rank goes up, you earn prizes, and your item limit at Kangaskhan Storage increases as shown in the chart below.



Points

You earn points for completing jobs based on the difficulty of each job; as you gain more points, you rise in Explorer Rank.



Distinctions between the Ranks

Explorer Rank	Points Needed	Kangaskhan Storage Max	Prize
Normal Rank	—	64 items	—
Bronze Rank	100	96 items	Sitrus Berry
Silver Rank	300	200 items	Zinc
Gold Rank	1600	320 items	Ginseng
Diamond Rank	3200	480 items	Protein
Super Rank	5000	560 items	Calcium
Ultra Rank	7500	640 items	Iron
Hyper Rank	10500	800 items	Joy Seed
Master Rank	13500	1000 items	Joy Seed
Master ☆ Rank	17000	1000 items	Gain access to Oblivion Forest
Master ☆ ☆ Rank	21000	1000 items	Gain access to Treacherous Waters
Master ☆☆☆ Rank	25000	1000 items	Gain access to Southern Islands
Guildmaster Rank	100000	1000 items	Gain access to Inferno Cave

*Before you attain Secret Rank, Master Rank is the highest rank.

About Pokémon

Stats



Stats

A Pokémon's stats, consisting of the data shown on the next page. Most of these can be checked on the summary screen under the Team menu.



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Stats

Name	Function
Level	An indicator of the Pokémon's strength. Leveling up raises stats like HP and Attack, and occasionally causes the Pokémon to learn new moves. Maxes out at 100.
Exp. Pts.	Points awarded for defeating foes. Amass a certain amount to level up.
HP	Depleted when the Pokémon takes damage. If HP reaches zero, the Pokémon is defeated. If the hero, the partner, or a companion Pokémon (p.39) is defeated, you fail the mission. Post-graduation, apart from special episodes and certain dungeons, a mission only fails if the leader's HP reaches zero.
Attack	Affects how much damage the Pokémon does to a foe with a physical attack. Maxes out at 255.(*1)
Defense	Affects how much damage the Pokémon takes from a physical attack. Maxes out at 255.(*1)
Sp. Attack	Affects how much damage the Pokémon does to a foe with a special attack. Maxes out at 255.(*1)
Sp. Defense	Affects how much damage the Pokémon takes from a special attack. Maxes out at 255.(*1)
Accuracy	Indicates the likelihood that a Pokémon's attacks will hit their target. All Pokémon have the same base Accuracy, and it changes as a result of Abilities and moves (p.51). Not displayed on screen.
Evasion	Indicates how well the Pokémon can dodge attacks. All Pokémon have the same base Evasion, and it is altered by Abilities and moves (p.51). Not displayed on screen.
IQ	Allows the Pokémon to learn useful skills. Can be raised by eating Gummis. Measured in stars. The IQ of enemy Pokémon is determined by the floor it appears on.

Name	Function
Type	Affects move damage (p.706).
Abilities	A special skill held by the Pokémon (p.59).
Species	What kind of Pokémon it is.
Gender	The Pokémon's gender. Can be ♂, ♀, or unknown. Males have a higher critical hit rate, and females have higher accuracy and evasion.
Joined at	The location where the Pokémon was recruited. The hero's location is "???"
Category	The Pokémon's species.
Size	Indicated by number of stars. A team's total size must not exceed 6 stars between all the members.
Evolution	Whether the Pokémon can evolve or not. "Not possible now" means that the Pokémon's conditions for Evolution are not fulfilled. "No further" means that the Pokémon cannot evolve to a higher stage.
Belly	A measure of the Pokémon's fullness (below). Starts at a maximum of 100 upon entering a dungeon, but can be raised to a max of 200 using items.
Terrain ability	Which kinds of terrain the Pokémon can travel on (p.44). Not displayed on screen.

*1— Can exceed this maximum when under the effects of equipment or exclusive items.

Belly

How full a Pokémon's stomach is. Belly is lowered by the conditions shown in the chart below. The Pokémon faces various penalties if its Belly reaches zero. You can replenish a depleted Belly with food, Gummis, seeds, berries, and Health Drinks. If you eat some food when your Belly is full, it raises the Belly's maximum value. However, this resets to 100 once you exit the dungeon.

Penalties for a Belly stat of zero

Pokémon	Penalty
Leader	Lose 1 HP per turn
Teammate Foe	Cannot move, and can only inflict 1 point of damage

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Conditions that lower Belly

Condition		Amount
Walk or run (*2)	Under 0	0
(The amount used up by a single movement differs	1	0.05
according to the Belly's speed of depletion, as	2	0.075
shown to the right.)	3 (Normal)	0.1
	4	0.2
	5	0.4
Use a linked move	2 moves	1
(The amount used depends on how many moves	3 moves	2
are linked, as shown at right.)	4 moves	4
Being inside a wall after moving or using a Wonder Orb (*2)		5
Being blown inside of a wall (*2)		15
Pass on the effects of an attack using the Pass Scarf		2
Catch a Heal Ribbon or Munch Belt (*3/*4)		10

Condition	Amount
Catch a Diet Belt (*3/*4)	Goes to 0
Eat a Hunger Seed (*3)	Goes to 0
Use the move Belly Drum	Goes to 1

*2— Leader only
*3— Teammates and foes only
*4— Also depleted when you move from floor to floor while holding the item

Conditions that change the rate of Belly depletion

Condition	Rate Change
Has Gluttony Ability	+1
Has a Heal Ribbon, a Munch Belt, or a Diet Belt	+1
Is using the Energy Saver IQ Skill	-1
Is holding a Stamina Band	-1
Is holding a Tight Belt	-4

Movement Ability

What kinds of terrain the Pokémon can travel on (p.44). They differ by Pokémon and are listed to the right.

Movement abilities and the terrain they can cross

Terrain ability	Passable terrain
Normal	Regular floors
Water	Regular floor, water
Lava	Regular floor, lava
Air	Regular floor, water, lava, pits
Pass-through (*5)	Regular floor, water, lava, pits, walls
Cannot move	Cannot move on own accord (for Leader, this is the same as normal)

*5— Moves that strike ahead can strike around corners (p.51), and moves that strike one to two squares ahead can hit foes in walls.

Natural healing

All the Pokémon in your exploration team recover a little bit of HP each turn. The amount is determined by each Pokémon's natural HP recovery rate at that point.

Natural healing rates

Rate	HP recovered each turn
1 (Normal)	1/200th of max HP
2	1/100th of max HP
3	1/50th of max HP
4 and up	1/30th of max HP

*HP is counted in decimals, though it isn't displayed that way on screen.

Conditions that change the rate of natural recovery

Condition	Rate Change
Is holding a Heal Ribbon, or using the Quick Healer IQ Skill	+1 (*6)
Is under the effect of an exclusive item that raises natural HP recovery rate (e.g. Geodude Torc, Heal Pendant, Krabby Bow)	+1 (*7)
Has the Rain Dish or Dry Skin Ability, or weather is Rainy	+2
Has the Ice Body Ability, or weather is Hail	+2
Has Wish status	+3

*HP does not recover naturally during Nightmare, Poisoned, or Badly Poisoned status
*6— Is +1 even if both are present
*7— Becomes +2 if Pokémon also has a Heal Ribbon or Quick Healer IQ Skill (+3 if both)

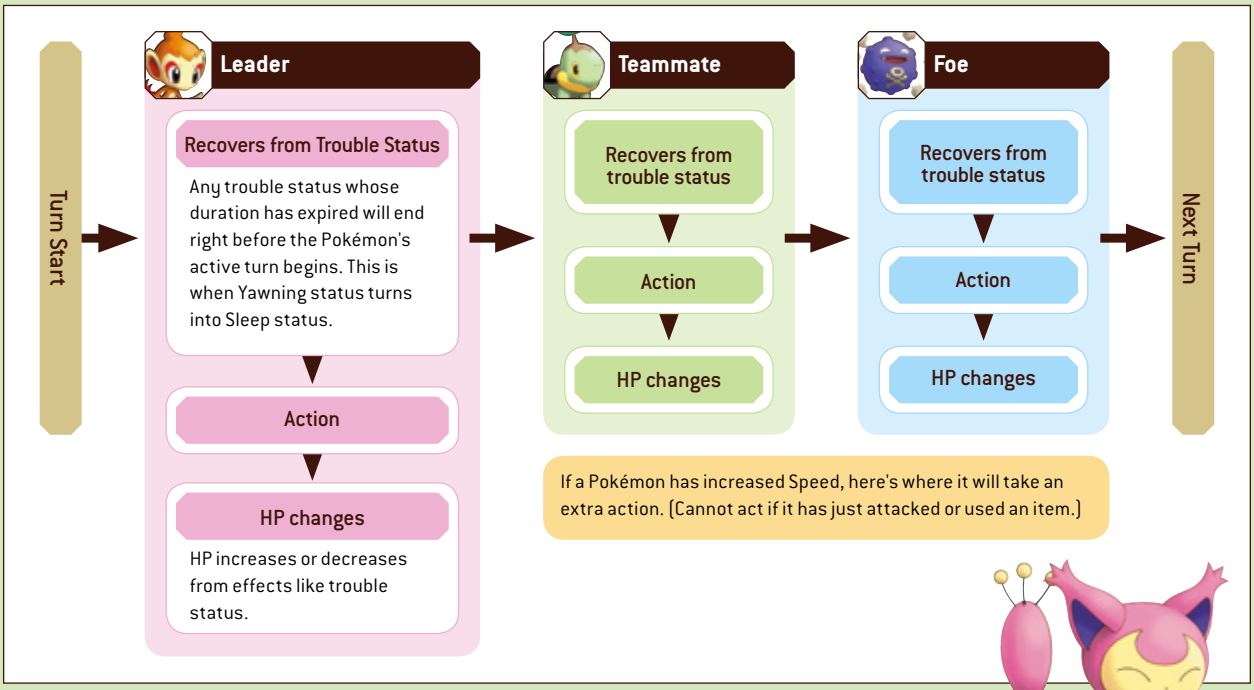
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About Dungeons

Turns

In a dungeon all Pokémon actions are taken in turns. As shown below, the basic setup is that the leader, your teammates, and enemy Pokémon each get one action per turn. Altering a Pokémon's speed will change the number of times it can go in a turn. If you have several teammates, they go in the order that their names are listed on the menu.

Order of actions in a turn



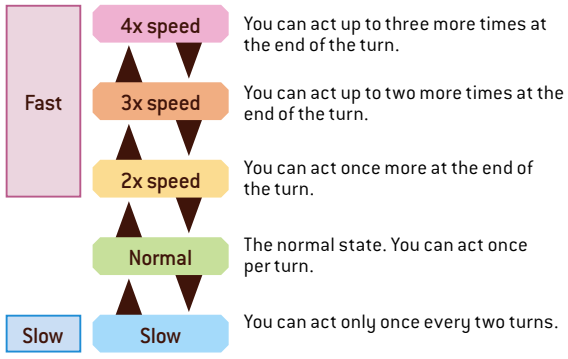
Speed

Speed indicates how many times a Pokémon can act in a single turn. Moves and items can alter this, as illustrated by the diagram at right. Special rules are listed below. Keep in mind that you can restore a lowered Speed back to normal by using a status-clearing item (p.71).

Special rules for when speed is elevated

- When the leader raises its own speed, it can go again immediately, delaying all the other Pokémon's turns.
- Even with elevated speed, if you do anything other than walk or run, your actions are over for that turn (except for the turn in which you raised your speed).

Differences in speed



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Terrain

The different kinds of ground that make up the dungeon floors are listed below. Different Pokémon can cross different terrains.



Items Inside a Wall

Sometimes items are buried inside walls. You can't normally pick these up, but the methods below will let you get your hands on them.

Ways to pick up items in walls

- Use the move Rock Smash to break the wall
- Use the Absolute Mover IQ Skill to break the wall
- Use a One-Room Orb to turn the whole floor into a single room, erasing the wall
- Travel into the wall

Terrain Types

Name	Access Conditions	Features
Regular floor	• Any Pokémon can cross	• Can contain an enemy Pokémon, an item, or a trap
Wall	• Have Mobile status • Have Pass-through terrain ability	• Turns into regular floor if destroyed by an explosion • If hit by a thrown item, the item bounces off the wall (Passes through the wall if the thrower has Pierce status) • If the leader ends up in a wall after moving or using a Wonder Orb, it loses 5 Belly points
Unbreakable wall	• No Pokémon can cross	• Cannot be destroyed
Water	• Have Mobile or Slip status • Use a certain IQ Skill (*1) • Have Water, Air, or Pass-through terrain ability • Get blown there by a trap	• Burn status is healed upon entering • Pokémon cannot be burned while on Water terrain
Lava	• Have Mobile status • Use a certain IQ Skill (*1) • Have Lava, Air, or Pass-through terrain ability • Get blown there by a trap	• All Pokémon except Fire-types become burned upon entering • Any dropped items burn up
Pit	•Have Mobile status • Use a certain IQ Skill (*1) • Have Air or Pass-through terrain ability • Get blown there by a trap	• Any dropped items vanish
Stairs	• Any Pokémon can enter	• Go up or down to the next floor
Carpet	• Any Pokémon can cross	• Indicates the boundaries of a shop (p.47)
Secret staircase	• Any Pokémon can enter	• Takes you up or down to a Secret Bazaar or a Secret Room (p.48)
Wonder Tile	• Any Pokémon can cross	• Eliminates all stat alterations when stepped on

*1— Absolute Mover or All-Terrain Hiker IQ Skills

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Weather



Weather

The weather on the floor. Can be changed by moves or items. Certain weather conditions cause special effects on the floor, altering the effects of Pokémon moves and Abilities.





Weather changes

When you enter a floor with weather other than Clear, or when the weather is changed by a move or item, the new weather and its effects are displayed on screen.

Weather Types

Name	Conditions	Effects
Clear	• There is a Pokémon with the Cloud Nine or Air Lock Ability • The Defog move is used in Fog weather	(None. Standard dungeon weather.)
Sunny	• There's a Pokémon with the Drought Ability • The Sunny Day move is used • A Sunny Orb is used	• Increases damage from Fire-type moves by 50% • Halves damage from Water-type moves
Cloudy	(Cannot be achieved through moves, items, or Abilities)	• Decreases damage from non-Normal-type moves and typeless moves by 25%
Rain	• There is a Pokémon with the Drizzle Ability • The Rain Dance move is used • A Rainy Orb is used	• Increases damage from Water-type moves by 50% • Halves damage from Fire-type moves • Sets the floor to Defused status, preventing explosions
Fog	(Cannot be achieved through moves, items, or Abilities)	• Halves damage from Electric-type moves
Snow	(Cannot be achieved through moves, items, or Abilities)	• Raises the Speed of Ice-type Pokémon by 1
Hail	• There is a Pokémon with the Snow Warning Ability • The Hail move is used • A Hail Orb is used	• All Pokémon except for Ice-types take 3 damage every 10 turns (except for Pokémon with the Snow Cloak Ability, and those under the effects of certain exclusive items (*1))
Sandstorm	• There is a Pokémon with the Sand Stream Ability • The Sandstorm move is used • A Sandy Orb is used	• All Pokémon except Ground-, Steel-, and Rock-types take 3 damage every 10 turns (except for Pokémon with the Sand Veil Ability, and those under the effects of certain exclusive items (*1)) • Raises the Sp. Defense of Rock-type Pokémon by 2

*1— Prism Ruff, Wooper Bow, Eager Brooch, Guard Bow, or Chitin Bow

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Moves affected by weather

Name	What changes	Difference in effects by weather							
		Clear	Sunny	Cloudy	Rain	Fog	Snow	Hail	Sandstorm
Morning Sun	Amount of HP recovery	50	80	30	10	10	1	10	20
Synthesis									
Moonlight									
Weather Ball	Move type	Normal	Fire	Normal	Water	Normal	Ice	Ice	Rock
	Damage	—	2x	—	2x	—	2x	2x	2x
Thunder	Accuracy	★4	★3	★4	Recoil	★4	★4	★4	★4
SolarBeam	Damage	2x	2x(*2)	2x(*3)	—	2x	2x	—	—
Blizzard	Accuracy	★3	★3	★3	★3	★3	★3	Recoil	★3

*[—] means no effect *2— Attacks again on same turn (normally after one turn) *3— Cloudy weather lowers this by 25%

Abilities that are affected by weather

Name	Effect from Weather
Dry Skin	Takes 3 damage every 10 turns in Sunny weather. Raises rate of natural healing by 2 in Rain weather.
Solar Power	Raises Sp. Attack by 2 in Sunny weather, but takes 3 damage every 10 turns
Flower Gift	Raises Attack and Sp. Defense of all allies by 1 in Sunny weather
Chlorophyll	Can deal multiple attacks per turn in Sunny weather
Leaf Guard	Protects against trouble status in Sunny weather
Rain Dish	Raises rate of natural healing by 2 in Rain weather

Name	Effect from Weather
Hydration	Heals trouble status after Pokémon acts in Rainy weather
Swift Swim	Can deal multiple attacks per turn in Rainy weather
Ice Body	Raises the rate of natural healing by 2 in Hail weather
Snow Cloak	Raises Evasion by 2 in Snow weather and protects against damage from Hail weather
Sand Veil	Raises Evasion by 2 in Sandstorm weather and protects against damage from Sandstorm weather
Forecast	Changes user's type depending on the weather (*4)

*4— Becomes Normal-type in Clear, Cloudy, Fog, and Sandstorm weather; Fire-type in Sunny weather; Water-type in Rain weather; and Ice-type in Snow and Hail weather

Exclusive items with weather-specific effects

Effect: protects against trouble status	
Guard Gem	C
Dragon Gem	C
Weather Cape	C
Fiery Gem	S
Bright Tiara	S
Earth Gem	A
Metal Gem	A
White Gem	O
Poison Gem	O
Aqua Gem	R
Icy Gem	H
Psyche Gem	F
Dark Gem	F

Effect: raises Speed by 1			
Fight Gem	C	Thunder Gem	O
Sky Gem	C	Sentret Ruff	O
Morning Bow	C	Escape Scarf	O
Grass Gem	S	Pooch-Collar	O
Kindle Scarf	S	Screw Torc	R
Volcano Torc	S	Swirl Scarf	R
Gutsy Band	S	Goldeen Bow	R
Burst Sash	S	Bliss Scarf	R
Magma Scarf	S	Carva-Sash	R
Heated Bow	S	Awake Bow	R
Stone Gem	A	Swim Bow	R
Takeoff Ruff	A	Safe Scarf	H
Desert Sash	A	Shadow Gem	F

Effect: raises Evasion by 2			
Pidgeo-Scarf	C	Dodge Bow	O
Quirky Bow	C	Magneton Bow	O
Psyduck Hat	C	Shuppet Cape	O
Intuit Bow	C	Damp Bow	R
Zephyr Bow	S	Shell-Torc	R
Hasty Bow	S	Jolly Scarf	R
Nuzleaf Bow	S	Soak Scarf	R
Desert Bow	A	Gastly Veil	F
Thick Scarf	A	Dragon Sash	F

Effect: can deal multiple attacks in a turn			
SkyHigh Veil	C	Seabed Veil	R
Terra Ring	S	Snow Brooch	H

*These icons indicate which weather has the effect listed: C Clear S Sunny A Sandstorm O Cloudy R Rain H Hail F Fog

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Floor Condition

Moves and Abilities may bring on conditions that affect the entire floor; this is separate from weather, but sometimes works in tandem with it.



Floor conditions resulting from moves and Abilities

Name	Goes away by itself after some turns	Features
Mud Sport	○	• Halves damage from Electric-type moves
Water Sport	○	• Halves damage from Fire-type moves
Defused	×	• Prevents explosions from moves, traps, and Abilities
Gravity	○	• Makes Flying-type Pokémon and those with the Levitate Ability vulnerable to full damage from Ground-type moves • Nullifies Magnet Rise status • Some moves cannot be used

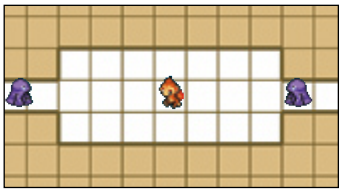
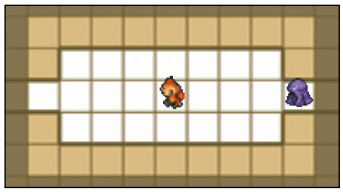
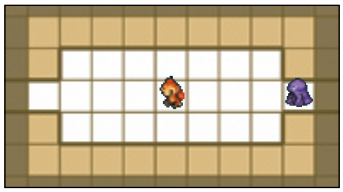
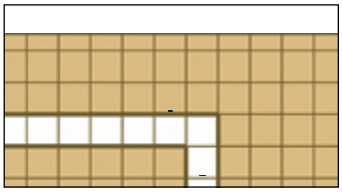
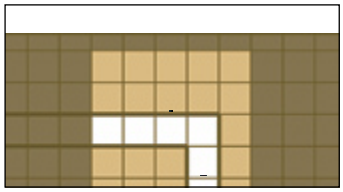
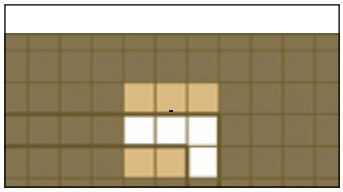
Floor Brightness



Floor brightness

This affects the size of the area where you can see enemy Pokémon, items, and other things. There are three levels of brightness, and you see differently in rooms and in corridors. Outside of the lit area, you can't see anything but the outlines of terrain.

Differences in visibility due to floor brightness

	Floor brightness: Bright	Floor brightness: Dark (2 squares)	Floor brightness: Dark (1 square)
Room	 You can see everything inside of the room as well as out into the corridors.	 You can see everything in the room, and one square out into the corridors.	 Just as with dark (2 squares), you can see everything in the room, and one square out into the corridors.
Corridor	 The entire area on the screen is illuminated, and you can see the locations of all enemies and items.	 The light only reaches 2 squares away from the Leader. Everything beyond that is too dark to see.	 Beyond one square away from the Leader, it's too dark to make out any items or enemies at all.

Dungeon Shops

Carpet

Shows the boundaries of the shop area. Pick up an item for sale and either talk to the Kecleon shopkeeper or leave the store, and you'll be asked to pay. You can also sell items by placing them on the carpet. If you pick up an item and then return to town using an Escape Orb without paying, the item will vanish from your inventory.



Goods

Items for sale at the shop. Stand on top of one to see its name and price.

Shoplifting

If you refuse to pay for an item, the shopkeeper and waves of other Kecleon will attack you. If you make it to the next floor intact, you get the item for free. If you're defeated, all of the items in your inventory turn into Simple Seeds. On top of that, the Kecleon are all extra fast, and you can't use an Escape Orb to flee.

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Traps



Traps

Sneaky devices set into the dungeon floors. Stepping on them unleashes various effects (p.71). You can't see them at first, but you can make them visible using items and other means (p.709).

Effects of stepping on a trap

Pokémon	Invisible Trap	Visible Trap
Leader	Trap becomes visible and has a certain chance of activating (*1/*2)	Always activates (*2)
Teammate	Trap will not activate while invisible	Always activates (*2)
Enemy	Trap will not activate while invisible	Does not activate

*If the trap was set by an exploration team member using a move, it will not be set off by your exploration team members—only by an enemy or by the leader if you select "Step" when you step on it.
*1— If you're holding a Trap Scarf or have the Trap Seer IQ Skill, you'll reveal the trap without setting it off
*2— If you have the Trap Buster IQ Skill, you'll destroy traps you step on without setting them off

Wind

After a set number of turns passes inside a dungeon, a storm will start to brew (sometimes an earthquake will occur). The first three times, you'll get a warning stating that a wind was blowing. The fourth time it blows, you'll be blasted back outside of the dungeon, failing your mission.

Mission Failure

If the hero, the partner, or a companion Pokémon (post-ending just the leader) is defeated, or a strong wind gusts up, your exploration team will be returned to town. Each of your items has a 50% chance of disappearing, and your Poké will be halved.

Secret Staircases

Inside dungeons are hidden staircases that lead to Secret Bazaars or Secret Rooms (p.44). They're invisible at first, but you can make them visible using the methods below. Only the dungeons listed to the right will take you to a Secret Room.

Ways to reveal a secret staircase

- Stand on it
- Face the square it's on and use a regular attack
- Hold the Goggle Specs
- Eat an Eyedrop Seed
- Use a Stairs Orb

Dungeons where secret staircases lead to Secret Rooms

- Mystifying Forest
- Spacial Peak
- Mt. Travail
- Marine Resort
- Lake Afar
- Happy Outlook
- Mt. Mistral
- Shimmer Hill
- Lost Wilderness
- Midnight Forest
- Zero Isle East



Secret Chamber

A room containing 5 Deluxe Boxes. The Deluxe Boxes here contain the same randomly chosen items that you'd find in a grab bag.

Shedinja the Escape Guide

Leads you safely out of the dungeon for a fee of 100 Poké.

Lickilicky's Laundry

For 100 Poké, removes all stickiness from your items.



Swalot's Grab Bag Shop

Sells grab bags for 100 Poké each. They contain either an Oran Berry or a random item.

Mime Jr.'s Spa

Completely restores your team members' HP, PP, and Belly. For a fee of 100 Poké, you can use the spa once each time you visit the Secret Bazaar.

Kirlia the Bazaar Guide

Tells you that you're in the Secret Bazaar.

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About Attacks

Regular attacks

The most basic of Pokémon attacks, performed by pressing the A button. Use them as many times as you like, but keep in mind the damage is minimal and only hits the foe directly in front of you.

Kinds of attacks

There are two kinds of damage-inflicting attacks: physical and special.

Kinds of damage-inflicting attacks

Name	Includes these attacks	Description
Physical attack	Regular attacks, throwing items, physical moves, attacks from Wonder Orbs	Damage is calculated using your Attack and your opponent's Defense
Special attack	Special moves	Damage is calculated using your Sp. Attack and your opponent's Sp. Defense

Kinds of moves

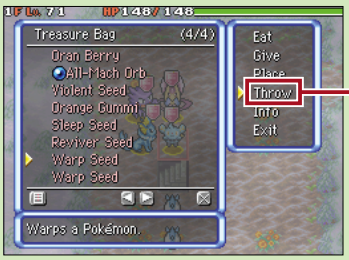
There are three kinds of moves, as determined by their effects: physical moves, special moves, and status moves.

Kinds of Pokémon moves

Name	Description
Physical moves	Moves that inflict damage through physical contact
Special moves	Moves that inflict damage through special attacks
Status moves	Moves that don't inflict damage but have other effects, like inflicting trouble status or changing the weather



Throwing



Throwing

Using the "Throw" command to lob an item forward. The item flies in a line (or an arc) for a certain distance or until it hits a wall. If it strikes a Pokémon, it can have the effects described below.

Different item effects when thrown by a Pokémon

Throwing Item	Ally Pokémon		Foe Pokémon
	Target has Itemcatcher IQ skill	Target doesn't have Itemcatcher IQ skill	
Throwing Item	Catches the item and makes it a held item	Takes damage according to item	Takes damage according to item
Food, Gummi	Catches the item and makes it a held item (*1)	Receives item's effect	Catches the item and makes it a held item (*1)
Seed, Berry, Health Drink	Receives item's effect	Receives item's effect	Receives item's effect
Other	Catches the item and makes it a held item (*2)	Does 1 HP of damage (60 HP if thrown item is Unown stone)	Catches the item and makes it a held item (*2)

*1— If target already has a held item, the thrown item's effects apply

*2— If target already has a held item, does 1 HP damage (60 HP if thrown item is Unown stone)

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Moves

Special attacks that Pokémon can use. They don't just cause damage; some can heal or assist your allies as well (p.510). Each Pokémon can learn up to 4 moves and has the potential to learn different moves.

Registered move

Move the cursor to a move and select the "Register" command or press Select to make this mark appear. The Leader can use its registered move by pressing L and A together. Other teammates use their registered moves each time they attack an enemy.

Modification

The amount of power added to a move. Every time you use Ginseng, it adds 1 (occasionally 3) to the top move on your list. Maxes out at 99+.

PP

The number of times you can use a move (the left side is your current PP, the right your total). A move loses 1 PP each time it's used, and can't be used once the PP hits zero.



Earning Exp.

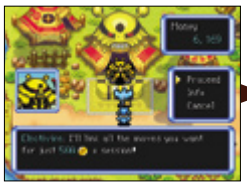
When you defeat a foe without using moves, you earn only half of the regular amount of Exp. If you used a linked move even once, your earn 50% more Exp.

Linked moves

Two to four moves can be linked together, creating a linked move—when used, all of the linked moves will be used in the same turn, in the order they appear on the list. Each move loses 1 PP, and your Belly is depleted by the amount in the chart at right. The link automatically breaks if any of the moves in it reaches zero PP.

Amount of depletion of Belly when using linked moves

Number of moves in link	Belly depletion
2	1
3	2
4	4



You can pay 500 Poké at the Electivire Link Shop, or use a Link Box.



Using the R button and the D-pad (*1), put the moves in the order you want them to be performed in.



Press L and A together (*2) to link a move with the one immediately below it.

*1—You can also select the move with the A button and pick "Switch"
*2—You can also select the move with the A button and pick "Link"



Type

There are 17 types, such as Fire and Ice. If a move is the same type as its user, it deals 50% more damage. The damage is also affected by the move's compatibility with the opponent's type (p.706).

Range

The area over which a move or item's attacks extend. You can see the range of a move or Wonder Orb by checking its description screen. Some attacks have special capabilities, as spelled out in the chart below.

*The range names below correspond to the move data list (p.685–705)

Self



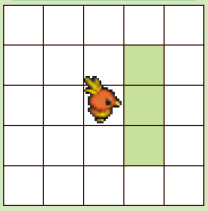
Front



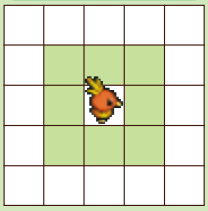
2 squares forward



3-square spread

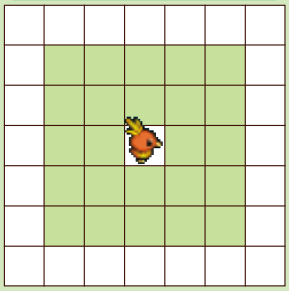


Around

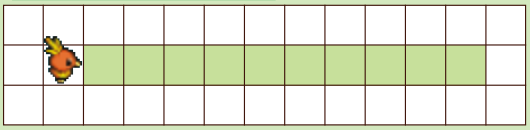


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2 squares around



Straight line



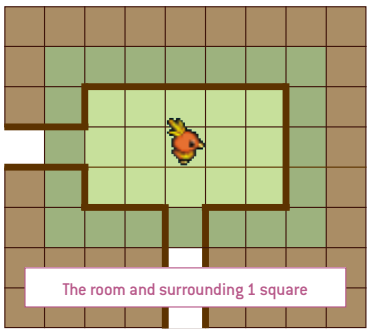
Floor

The entire floor

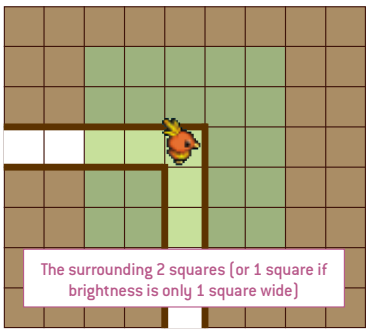


Room

- If in a room



- If in a corridor





Special capabilities of attacks

Name	Description
Cuts corners	Can attack diagonally even if the corner of a wall juts in between. A corner-cutting move can inflict damage in the situation shown in the screenshot at right.
Long Toss	A thrown or launched item flies up to 99 squares (normal range is 10 squares).
Pierce	A thrown or launched item will keep flying, even through walls or other Pokémon. Opponents cannot catch the item, and any Pokémon struck will always suffer the item's effects.



A foe around a corner will be hit by a move with corner-cutting capability.

Accuracy

The chance that a regular attack, a move, or a thrown/launched item will hit its target (measured in stars, from 1 to 8, for a forward target). The conditions listed in the chart below can raise or lower Accuracy.

Conditions that can alter Accuracy

Accuracy change	Conditions
Always hits	• User has Sure Shot status • User uses a regular move along with the Sure-Hit Attacker IQ Skill
High accuracy	• User has increased Accuracy • Foe has lowered Evasion • User is female • User has the Ability CompoundEyes • User throws or launches an item while holding the Lockon Specs
Low accuracy	• User has lowered Accuracy • Foe has increased Evasion • Foe is female • Foe is holding Detect Band • Foe is using Quick Dodger IQ Skill

Accuracy change	Conditions
Never hits	• User has Whiffer status • Foe is inside a wall (*1) • Foe is in Digging, Shadow Force, Flying, Diving, or Bouncing status (*1)
Never hits *Thrown and launched items only	• User is holding Whiff Specs • Foe is under the effects of Dodge Scarf, Bounce Band, Kakuna Scarf, Strike Ruff, Rebound Bow, Diglett Hat, Egg Shard, Qwilfish Bow, Draft Ring, Pidgey Bow, or Speed Scarf

*1—Some moves and items will hit

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Critical hits

When an opponent takes 50% more damage than usual. Critical hit rates are as shown in the chart on the right. The higher the number, the higher the hit rate, but critical hit rate can also be altered by certain other conditions.

Critical hit rates

Kind of attack	Critical hit rate
Regular attack	0
Move	1—8 (mostly 8)
Moves with a high critical hit rate as indicated on the description screen	30

Conditions that can alter critical hit rate

- An attack while the user has Focus Energy status will always score a critical hit
- If user is ♂ it has a greater critical hit rate
- An attack with good type compatibility while user is using the Type-Advantage Master IQ Skill has a set critical hit rate of 40
- The Ability Super Luck raises critical hit rate by 10
- Holding the Scope Lens while attacking raises critical hit rate by 15
- If foe is holding the Patsy Band, user's critical hit rate rises by 15
- Foes with the Abilities Battle Armor or Shell Armor are immune to critical hits
- If foe is under the effects of the Teary Cape or Sand-Scarf, it is immune to critical hits

Power

An indicator of an attack's strength. Starting with this number and adding the modifications shown in the diagram below gives us the base damage inflicted. (The final damage will take into account the foe's Defense or Sp. Defense.) Also, members of your exploration team will deal more damage when using attacks that match their type.

How to determine base damage

Power of the attack used + **User's stats** (If physical: • Attack / If special: • Sp. Attack) + **User's level bonus** = **Base damage**

*This may change if there are alterations to the move

*Bonus is larger the higher your level is

*There are 6 levels of move power, shown on screen with 3 to 8 stars

About Jobs

Jobs

Requests received from other Pokémon. Not only can you accept jobs from the Job Bulletin Board and the Outlaw Notice Board at the Wigglytuff Guild, but also from bottles that wash up on the beach, and from Pokémon that appear at Spinda's Café. The contents of these jobs are as shown in the chart on page 53. Complete jobs to receive rewards from the client and to earn points toward increasing your Explorer Rank.

Job Bulletin Board

Where jobs are posted. Up to 8 jobs may be posted at once, and they change every day.

Outlaw Notice Board

Works the same as the Jobs Bulletin Board, except the jobs involve arresting outlaws or retrieving stolen items.





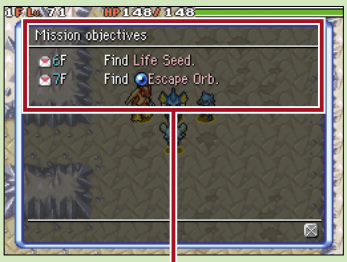
Job status

These icons show you whether a job is active (open envelope) or on hold (closed envelope). If inside a dungeon with an active job, you can return to town without going to the checkpoint or the boss floor.

Job difficulty

Indicates how difficult the job is to complete. The difficulty determines what kind of reward you'll get from the client, as well as the Explorer Rank points and prize money you'll earn. See the chart on the next page.

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Mission Objectives

Destination and objectives of the active job(s) in the dungeon you're currently in. You can check this under "Mission Objectives" in the Others menu. Or you can go to the Options screen and set the upper screen to Job; now it's on the top screen any time you need to see it.

Job difficulty, prize money, and points

Job Difficulty	Points for Completion	Poké
E	10	100
D	15	150
C	20	200
B	30	250
A	60	300
S	90	350
★1	150	400
★2	250	450
★3	400	500
★4	600	550
★5	800	600
★6	1000	650
★7	1200	700
★8	1400	750
★9	1600	800

*Job difficulty is determined by the destination and other details of the job (p.715).



Kinds of jobs

Where received	Kind		Rank needed	Conditions for success
J O C B	Pokémon rescue		—	Rescue a certain Pokémon inside the dungeon.
J O C B	Find missing Pokémon		—	Find a certain Pokémon; you won't know which floor it's on until you get to that floor.
J O C B	Guide client		Bronze	Escort the client to meet another Pokémon in the dungeon.
J O C B	Client joins you	Trailblazing (*1/*2)	Bronze	Escort the client on a trailblazing mission to the last floor.
J O C B	Client joins you	Sightseeing	Silver	Escort the client to a certain floor; you won't know which until you get to that floor.
J O C B	Client joins you	Explore together	Gold	Escort the client to a certain floor.
J O C B	Client joins you	Treasure-hunting	Diamond	Go with the client and obtain a certain item in the dungeon (legendary treasure p.36).
J O C B	Client joins you	Seek Sealed Chamber	Diamond	Escort client to Sealed Chamber and obtain the item inside.
J O C B	Client joins you	Seek Golden Chamber (*2)	Diamond	Escort client to Golden Chamber and take the stairs.
J O C B	Item-seeking		—	Obtain requested item in dungeon and return to town (*3).
J O C B	Item delivery		—	Deliver requested item to client in dungeon.
J O C B	Seek Gabite Scale (*1)		—	Obtain Gabite Scale in dungeon and take it back to town.
J O C B	Special Assignment (*1/*4)		—	Obtain one of the 7 treasures in the dungeon and take it back to town.
J O C B	Arrest outlaws	Single arrest	—	Defeat outlaw in dungeon.
J O C B	Arrest outlaws	Team	—	Defeat outlaw in dungeon. Outlaw appears following its lackeys.
J O C B	Arrest outlaws	Monster House	—	Defeat outlaw in dungeon. Outlaw is always in a Monster House.
J O C B	Arrest outlaws	Pursue fugitive	—	Defeat outlaw Pokémon in dungeon. Outlaw will flee without attacking, and will disappear if it reaches the stairs. (Will not reappear until you re-enter the dungeon.)
J O C B	Arrest outlaws	Assist arrest	Gold	Go with client to defeat outlaw in dungeon. Client is always Magnemite or Magnezone.
J O C B	Recover stolen item	Catch thief	—	Defeat thief Pokémon and bring back requested item (*3).
J O C B	Recover stolen item	Catch fugitive	—	Defeat thief Pokémon and bring back requested item (*3). Outlaw flees without attacking, and will disappear if it reaches the stairs. (Will not appear again until you re-enter the dungeon.)
J O C B	Recover stolen item	Identity unknown	—	Defeat thief Pokémon and bring back requested item (*3). You won't know which Pokémon was the thief until you defeat it.
J O C B	Treasure Memo		—	Obtain a hidden Treasure Box. You won't know which dungeon it's in until you get there.
J O C B	Challenge	Regular Pokémon	—	Defeat the Pokémon challenger.
J O C B	Challenge	Rare Pokémon(*4)	—	Defeat the Pokémon challenger.

*"Where received" icons: J Job Bulletin Board, O Outlaw Notice Board, C Spinda's Café, B Bottle on beach
*For jobs with a required rank, you must have attained that rank or greater, otherwise the job will not appear.
*1— Activate this job to add the location to your location list (P.23)
*2— Only appears post-ending
*3— The job is considered completed even if you bring the requested item with you into the dungeon, then return immediately to town. However, if pursuing an outlaw you must still defeat the outlaw.
*4— Appears once you've attained Secret Rank. For Jirachi's challenge, you must have cleared Special Episode 1, "Bidoof's Wish."

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Course of events in completing a job

1 Accept the job
Look at the jobs on the Job Bulletin Board and elsewhere, and pick the jobs you want to accept. You can accept up to 8 jobs at once.

2 Activate the job
Put the cursor over the job you want and select "Take Job." You can take multiple jobs at once.

3 Complete the job in the dungeon
Go to the listed dungeon and complete the job. You can return to town when finished, or stay in the dungeon to complete another job.

4 Get your reward
Complete the job and return from the dungeon in one piece, and not only will you be rewarded by the client, you'll also earn points to increase your explorer rank (p.53).

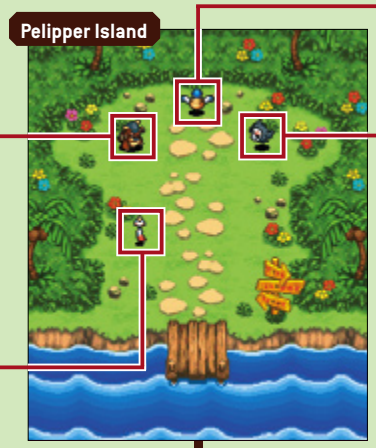
About Connectivity

Friend Rescue

If your friend finds themselves in over their head and gets wiped out in a dungeon, you can rescue them with Friend Rescue, allowing the rescued team to resume their adventure from where they were defeated. You can only request a total of 10 rescues for one exploration outing, and only attempt the same rescue job 10 times. You can't request a rescue if your team was defeated on a boss floor.

Kangaskhan Storage
Store and withdraw items. Once you leave Pelipper Island, any items you didn't store here are gone for good.

Chimecho Assembly
Lets you arrange your team. Post-graduation, you can change your leader as well.



Pelipper
Lets you view the list of SOS Mail you've received over Friend Rescue on the top menu. Choose one to attempt to rescue the sender.

Duskull Bank
Lets you deposit and withdraw Poké. Any Poké left undeposited by the time you leave Pelipper Island is gone for good.

To top menu



Rescue Spot
Step here and select "Rescue" to complete the rescue. Unfortunately, the rescue spot is always inside a Monster House.

Helper Items
Items you send with the A-OK Mail you send your rescuer after a rescue. Pick an item from your Kangaskhan Storage holdings.

Helper Pokémon
A Pokémon you send along with the A-OK Mail that you send your friend over the wireless connection or Wi-Fi. Choose one of the available Pokémon from the Chimecho Assembly to temporarily join your friend as long as they're in the dungeon. This Pokémon will not vanish from your assembly.





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Course of events in a Friend Rescue

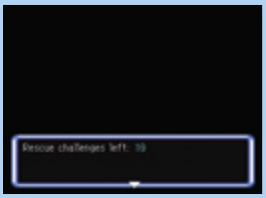
For the rescued friend

Send for a rescue

When you're defeated in a dungeon, you'll be asked if you want to send for a rescue. Answer "yes" and the call goes out. You can only request a rescue 10 times for a single expedition. Keep in mind the conditions listed below that will prevent you from calling for a rescue.

Situations where you can't request a rescue

- You're defeated in a dungeon that doesn't allow it
- You're defeated on a boss, outlaw, or challenger floor
- You're blasted back to town (p.48)
- You're being chased by Kecleon (p.47)
- You're defeated while on a Friend Rescue yourself



You can request a rescue up to 20 times at the Spacial Rift.

Send an SOS Mail

At the top menu, choose "Friend Rescue," then "Request rescue," to send an SOS Mail. You can send the mail over wireless, Wi-Fi, or password.

Wait for your rescue

The story gets put on hold while waiting for a rescue, but you can go to Pelipper Island yourself by choosing "Adventure While Awaiting Rescue" from the top menu. Talk to Pelipper to explore any of the dungeons you've been through before. If you pick "Awaiting rescue" from the top menu and answer yes twice in a row, the rescue will be called off and you can return to town or the dungeon entrance.

Features of rescue-waiting adventures

- Your Exp. and any new moves learned return to their prior state when you leave the dungeon
- You cannot recruit any foe Pokémon
- When you leave Pelipper Island, you lose any items or Poké you didn't deposit there



You can withdraw any items or Poké you deposited once you get back to town.

Receive an A-OK Mail

Pick "Friend Rescue" and "Request a rescue" from the top menu to receive an A-OK Mail.

A

For the rescuer

Receive an SOS Mail

At the top menu, pick "Friend Rescue" and then "Do a rescue" to receive the SOS Mail.



To the right of the client's name is the version of the game they're using.

Go to Pelipper Island

Choose "Go on a rescue" from the top menu to be sent to Pelipper Island. There you'll find a Kangaskhan Storage, a Duskull Bank, a Chimecho Assembly, and Pelipper. Talk to Pelipper and pick an SOS Mail to begin the rescue mission.

Points of caution for Pelipper Island

- You cannot go on a rescue mission in a dungeon you haven't been through before
- You can only attempt the same rescue up to 10 times
- Once you leave Pelipper Island, you lose all items and Poké that you haven't stored at the services there

Go on the rescue

Step on the rescue spot in the dungeon and select "Rescue," and your rescue mission is a success. You automatically return to Pelipper Island, receiving a prize and explorer rank points.

Points of caution for Pelipper Island

- The rescue spot is always inside a Monster House (p.709)
- You cannot recruit any enemy Pokémon



The spot with the red flag inside the room is the rescue spot. Step here to complete the rescue.

Send an A-OK Mail

Once you've left Pelipper Island, select "Friend Rescue" and then "Rescue a friend" from the top menu to send an A-OK Mail. You can include an item from storage. If you're communicating over wireless or Wi-Fi, you can send along one of your teammates that's on standby in the Chimecho Assembly as a rescue Pokémon.

Rules for sending Pokémon

- The sent Pokémon won't disappear from your game
- The Pokémon can't be holding an item
- The Pokémon you send will join the recipient's team temporarily, until his or her team leaves the dungeon or reaches a checkpoint

B

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Course of events in a Friend Rescue (continued)

A

Restart your adventure

Pick "Restart" from the top menu to resume the game from where you were defeated.

Send a Thank-You Mail

Pick "Friend Rescue" and "Request a rescue" from the top menu to send a Thank-You Mail. You can attach an item from storage to your message.

B

Receive a Thank-You Mail

Go to the top menu and choose "Friend Rescue" and then "Rescue a friend" to receive your Thank-You Mail. If your friend sent an item with it, you'll receive that along with your reward for completing the job.

Trade Teams

How you send jobs to a friend, either through wireless, Wi-Fi, or password. The diagram below illustrates how each method works.



Place the cursor over the job on the jobs list to display the password on the top screen.



Course of events when sending Wonder Mail S

Wireless connection

Sender	Recipient
Choose "Wonder Mail S" from the top menu	Choose "Wonder Mail S" from the top menu
Choose to send Wonder Mail	Choose to receive Wonder Mail
Choose to send it over the wireless connection	Choose to receive it over the wireless connection
Choose one of your jobs on hold to send	Wait for your friend to get everything ready
When asked if you're ready to begin, reply "Yes"	
	The new job is added to your jobs list



Wi-Fi connection

Choose "Wonder Mail" from the top menu

Choose to receive Wonder Mail

Choose to receive it over Wi-Fi

After establishing your Wi-Fi connection, choose a job from the list to receive

The new job is added to your jobs list

Password

Choose "Wonder Mail" from the top menu

Choose to receive Wonder Mail

Choose to receive it via password

Enter the password of the job you want to receive

The new job is added to your jobs list

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Wonder Mail S

You can send your team to a friend, and receive your friend's team in trade. Over the wireless connection, you can only trade with friends—over Wi-Fi, you can trade with all the players registered on the worldwide server. You can fight the team you've received in Marowak Dojo's Explorer Maze (p.386).

Course of events when trading teams

Wireless connection

Sender	Recipient
Choose "Trade Teams" from the top menu	Choose "Trade Teams" from the top menu
Choose "Send team"	Choose "Receive Team"
Choose to send it over wireless	Choose to receive it over wireless
When asked if you're ready to begin, say yes	
	You can fight your friend's team in Marowak Dojo

Wi-Fi connection

Sender	Recipient
Choose "Trade Teams" from the top menu	Choose "Trade Teams" from the top menu
Choose "Send team"	Chose "Receive team"
Choose the Wi-Fi connection	Choose the Wi-Fi connection
Choose "Friends only" or "Anyone"	Pick your criteria: "friend," "registration order," "same rank," or "input team ID number"
Connect to Wi-Fi and register your team on the server. You're then shown your team's 12-digit ID number.	Establish your Wi-Fi connection and choose a team from the list to receive
	You can fight the team you received in Marowak Dojo

Trade items

Here you can send items from Kangaskhan Storage to a friend, or have him or her send items to you. This feature only works over wireless connection.

Course of events when trading items

Sender	Recipient
Choose "Trade items" from the top menu	Choose "Trade items" from the top menu
Choose which version of the game to trade with: *Explorers of Sky*, *Time*, or *Darkness*	Choose which version of the game to trade with: *Explorers of Sky*, *Time*, or *Darkness*
Choose to send over wireless	Choose to receive over wireless
Choose an item from Kangaskhan Storage to send	Wait for your friend to get everything ready
When asked if you're ready to proceed, say yes	
The item you chose disappears from your storage	The item your friend chose is sent to your storage

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TREASURE EXTRA!

About *Explorers of Sky* and the other game versions

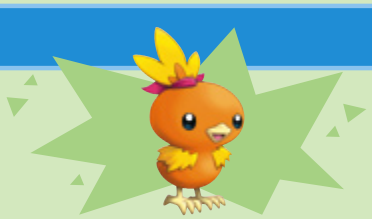
With *Explorers of Sky*, you can still connect to the previous games *Explorers of Time* and *Explorers of Darkness*. Occasionally the games differ, so there are a few things you can't do, such as send a Shaymin or a Pokémon that knows the Seed Flare move.

Things to be aware of when connecting to *Explorers of Time* or *Darkness*

Element	Thing to watch out for
New items in *Explorers of Sky*	• Cannot send. The only one you can send is the Sky Gift, and that turns into a different item when received (p.386).
Shaymin	• Cannot attach to A-OK Mail (*1) • If Shaymin is on your team, you cannot trade that team in Trade Teams (*1)
Pokémon that know the Seed Flare move	• Cannot attach to A-OK Mail • If there is one is on your team, you cannot trade that team in Trade Teams (*1)
Wonder Mail / Wonder Mail S	• Cannot send Wonder Mail S • Cannot receive Wonder Mail
Number of items you can send in a single trade	• Can only send one item at a time. Both sender and recipient must actively participate each time. (If *Explorers of Sky* is the recipient, player needs only accept the item once, and then can receive items over and over again.)
Exclusive item power-ups	• When sending an item from *Explorers of Time* or *Darkness* to *Explorers of Sky*, an item's rarity may get bumped up from one star to two (the choice is the recipient's).

*1—Same as when both players are using *Explorers of Sky*

Trial Dungeons



Using the Nintendo DS's DS Download Play feature, you can give your friends a taste of the *Pokémon Mystery Dungeon: Explorers of Sky* experience. There are three trial dungeons for them to enjoy.

Distributing trial dungeons

Sender	Recipient
Turn on your Nintendo DS and start the game	Turn on your Nintendo DS and select "Download Play"
Choose "Other" from the top menu	Wait for your friend to get everything ready
Choose "Distribute Trial Dungeon"	Choose the dungeon you want to download from the list
When asked if you're ready to proceed, answer yes	When asked if you want to download it, select yes
Wait for it to finish downloading to your friend	The title of the trial chapter appears on screen

Trial dungeons available

Name	No. floors	Hero	Partner	Featured Pokémon
Hidden Shopkeeper Village	5F	Psyduck Lv17	Meowth Lv17	Cleffa, Igglybuff
Trial Forest	6F	Torchic Lv20	Bulbasaur Lv20	Snorlax, Togekiss, Pachirisu, Combee
Guiding Sea	5F	Pachirisu Lv30	Lapras Lv30	Wingull, Staryu, Pelipper, Wailmer



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Quick List Reference

Ability List

Name	Effect
Adaptability	Moves that are the same type as user have their damage increased by 100% instead of 50%.
Aftermath	When user is knocked out, has a chance of causing a 3x3 square explosion centered around the user (p.72).
Air Lock	Locks the weather in as Sunny.
Anger Point	On the next move after being struck by a critical hit, momentarily raises Attack and Sp. Attack by up to 10 (about 85%).
Anticipation	When user hits foe with a regular attack, lets user know if foe has Fissure, Sheer Cold, Horn Drill, Guillotine, or any moves that are super effective against user.
Arena Trap	Has a chance of inflicting Shadow Hold status on adjacent attacking foe; no effect on Flying Pokémon, Pokémon with Magnet Rise status, or Pokémon with Levitate.
Bad Dreams	At the end of user's turn, deals 15 damage to all sleeping foes in the room.
Battle Armor	Protects against critical hits.
Blaze	Doubles the damage inflicted by user's Fire-type moves when user's HP is below 25%.
Chlorophyll	User can use a move or regular attack twice in a row in Sunny weather.
Clear Body	Protects user from having its stats lowered. Does not protect against the effects of certain moves that lower the user's own stats.
Cloud Nine	Locks weather on Clear.
Color Change	When damaged by a move, changes user's type to match that of the move. Changes back when user leaves the floor. No effect for typeless moves.
CompoundEyes	Raises Accuracy by 2.
Cute Charm	When hit by a physical move from an adjacent foe, has a chance of infatuating the foe (foe cannot act). Ineffective against Pokémon of same gender, unknown gender, or with the Ability Oblivious.
Damp	Sets floor to Defuse status, preventing explosions.
Download	When attacking, momentarily lowers user's Attack by 1 (if foe's Defense is lower than its Sp. Defense) or user's Sp. Attack (if foe's Sp. Defense is lower than Defense).
Drizzle	In Rain weather, increases damage of Water-type moves and decreases damage from Fire-type moves by 50% each; prevents explosions.
Drought	Raises damage from Fire-type moves or lowers damage from Water-type moves by 50% in Sunny weather.
Dry Skin	When hit by a Water-type move, does not suffer damage but instead restores the amount of HP that would have been lost. Increases damage received by Fire-type moves by 50%. User takes 3 damage every 10 turns in Sunny weather. Rate of natural healing is increased by 4 in Rain weather.
Early Bird	Halves the time user spends in Nightmare, Sleep, or Napping status.
Effect Spore	When dealt damage from a physical attack by an adjacent foe, has a chance of inflicting Sleep (foe cannot move), Poison (foe takes 2 damage every 20 turns), or Paralysis (foe's Speed is lowered and it cannot use moves or regular attacks).
Filter	Reduces damage received from super-effective moves by 25%.
Flame Body	When dealt damage by an adjacent foe, has a certain chance of burning foe (foe takes 6 damage every 50 turns, and deals 20% less damage).
Flash Fire	Protects against damage and effects from Fire-type moves. Momentarily raises user's Attack and Sp. Attack if user uses a Fire-type move immediately afterward (can raise them up by 2; returns to normal when user leaves the floor).
Flower Gift	Raises the Attack and Sp. Defense of all allies on the floor by 1 in Sunny weather.
Forecast	Changes user's type according to the weather. Sunny = Fire, Rain = Water, Snow or Hail = Ice, all other = Normal.
Forewarn	Occasionally dodges a foe's attack.
Frisk	Lets you know if a foe is holding an item when you perform a regular attack on it.
Gluttony	User's Belly drains twice as rapidly, but food items restore 10% more than normal. Has a chance of protecting against the negative effects from eating Grimy Food.
Guts	Doubles Attack when user has trouble status (p.70).

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Name	Effect
Heatproof	Halves damage received from Fire-type moves.
Honey Gather	Sometimes makes defeated foe drop a Treasure Box containing Nectar.
Huge Power	Has a chance of raising user's Attack by 50% when user attacks.
Hustle	Raises Attack by 50%, but lowers Accuracy by 2.
Hydration	Heals trouble status in Rain weather (p.70).
Hyper Cutter	Protects user against its Attack being lowered.
Ice Body	Rate of natural healing is increased by 4 in Hail weather; protects against Hail damage.
Illuminate	Right after a turn in which the user takes damage, makes a random foe Pokémon appear on the floor.
Immunity	Protects against Poisoned and Badly Poisoned status.
Inner Focus	Protects against Cringe status.
Insomnia	User is immune to Yawning, Nightmare, Sleep, and Napping status.
Intimidate	When hit by a physical attack, momentarily lowers foe's Attack by 20%.
Iron Fist	Increases the damage from Hammer Arm, Sky Uppercut, and moves with "Punch" in their names by 50%.
Keen Eye	Protects against Accuracy being lowered.
Klutz	User gets no effect from held items, but does gain the effects of exclusive items.
Leaf Guard	Protects against trouble status (p.70) in Sunny weather.
Levitate	User takes no damage from Ground-type moves, and is immune to the effects of Fissure and the Ability Arena Trap. Does not work when floor has Gravity status.
LightningRod	Nullifies all Electric-type moves used by foes in the same room.
Limber	Protects against Paralysis.
Liquid Ooze	When user is hit by Giga Drain, Leech Life, Drain Punch, Mega Drain, or Dream Eater, or has Leech Seed status, it instead damages the foe for the same amount that would have been healed.
Magic Guard	Protects against effects from things like move recoil, status ailments, traps, and weather.
Magma Armor	Protects against Frozen status.
Magnet Pull	Has a chance of inflicting Shadow Hold status on an adjacent Steel-type Pokémon that causes damage to user.
Marvel Scale	Raises Defense by 50% when user has trouble status (p.70).
Minus	Raises Sp. Attack by 50% when there is a Pokémon with the Plus Ability on the floor.
Mold Breaker	Protects against foe's Ability when user attacks foe.
Motor Drive	When hit by an Electric-type move, protects against damage and trouble status, and raises Speed by 1.
Natural Cure	Gives all trouble statuses, including Ingrain, a maximum duration of 5 turns.
No Guard	Disregards user's and foe's Accuracy and Evasion when user attacks or is attacked.
Normalize	Changes all regular attacks, thrown items, Wonder Orbs, and moves to Normal-type.
Oblivious	User cannot become Infatuated, and is immune to Captivate.
Overgrow	Doubles the damage inflicted by user's Grass-type moves when user's HP is below 25%.
Own Tempo	Protects against Confused status.
Pickup	If user enters the floor without a held item, it may sometimes pick up a non-money item that appears on that floor. No effect until you have the Treasure Bag.
Plus	Raises Sp. Attack by 50% when there is a Pokémon with the Minus Ability on the floor.
Poison Heal	Poisoned and Badly Poisoned staus heal user instead of damaging it. User still has natural HP recovery.
Poison Point	Has a chance of poisoning an adjacent foe that causes damage to user (foe takes 2 damage every 20 actions and cannot heal naturally).
Pressure	Drains 1 extra PP from the move the foe just used to attack user. Amount of PP lost does not increase if multiple Pokémon with Pressure get hit by an attack at the same time.
Pure Power	Has a chance of momentarily raising Attack by 50% when user attacks.
Quick Feet	Raises Speed by 1 when user has trouble status (p.70).
Rain Dish	Rate of natural healing is increased by 4 in Rain weather.
Reckless	Increases by 50% both the damage and the recoil damage from Wood Hammer, Submission, Double-Edge, Take Down, Jump Kick, Hi Jump Kick, Flare Blitz, Brave Bird, Volt Tackle, and Head Smash.
Rivalry	When attacking, momentarily raises user's Attack by 1 if foe is same gender, or lowers it by 1 if foe is opposite gender.
Rock Head	Protects against recoil damage.
Rough Skin	When attacked by an adjacent foe, deals half the damage to the foe.

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Name	Effect
Run Away	Protects against Shadow Hold status. If user is the leader, user becomes Terrified (flees foes without attacking or picking up items) if its HP goes below 50%.
Sand Stream	Changes weather to Sandstorm, inflicting 3 damage every 10 turns on all Pokémon except Ground-, Rock-, and Steel-types.
Sand Veil	Doubles Evasion in Sandstorm weather, and protects against damage from Sandstorm weather.
Scrappy	User's Normal- and Fighting-type moves deal full damage to Ghost-type foes.
Serene Grace	Doubles the chance of user's moves causing side effects (when applicable).
Shadow Tag	Has a chance of inflicting Shadow Hold status on adjacent attacking foe.
Shed Skin	Has a chance of nullifying all of user's trouble statuses (p.70) before user acts.
Shell Armor	Protects against critical hits.
Shield Dust	Protects against side effects from moves.
Simple	Doubles the effect of stat changes.
Skill Link	For moves that attack several times in a row, ensures they attack the maximum number of times.
Slow Start	Lowers Speed by 1 upon entering the floor (returns to normal after 6-7 turns).
Sniper	Increases damage from critical hits by 100% instead of 50%.
Snow Cloak	Raises Evasion by 2 in Snow or Hail weather, and protects against Hail damage.
Snow Warning	Changes weather to Hail (all Pokémon except Ice-types take 3 damage every 10 turns).
Solar Power	Doubles Sp. Attack in Sunny weather, but user takes 3 damage every 10 turns.
Solid Rock	Reduces the damage received from super effective moves by 25%.
Soundproof	User is immune to Snore, Heal Bell, Screech, Sing, Chat, Metal Sound, GrassWhistle, Supersonic, Growl, Hyper Voice, Roar, Perish Song, and Bug Buzz.
Speed Boost	Raises user's Speed by 1 every 250 turns.
Stall	Pokémon can only attack when it's right next to a foe; no effect on leader.
Static	Has a chance of paralyzing adjacent foe who lands a physical attack (lowering foe's Speed and preventing it from using moves or regular attacks).
Steadfast	Raises Speed by 2 when user is cringing or Cross-Eyed.
Stench	Has a chance of terrifying an adjacent attacking foe, making it unable to flee or pick up items.
Sticky Hold	User's item cannot be stolen or dropped if user is hit by Switcheroo, Pluck, Trick, Thief, Knock Off, Covet, Bug Bite, or Mug Orbs.
Storm Drain	Nullifies all Water-type moves used by foes in the same room.
Sturdy	Protects against the effects of Fissure, Sheer Cold, Horn Drill, Guillotine, and One-Shot Orbs. Also protects against damage from Perish Song status.
Suction Cups	Protects against being blown or blasted away; protects against the effects of Baton Pass, Stayaway Orbs, Pounce Orbs, and Switcher Orbs.
Super Luck	Raises the critical hit rate of user's moves and regular attacks.
Swarm	Doubles the damage inflicted by user's Bug-type moves when user's HP is below 25%.
Swift Swim	User can use moves or regular attacks twice in a row in Rain weather.
Synchronize	When user is Poisoned, Badly Poisoned, or has Burn status, spreads that trouble status to adjacent foes.
Tangled Feet	Raises Evasion by 3 when user is Confused or Cross-Eyed.
Technician	Increases the damage from Mug Orbs and moves with 3 stars of power by 50%.
Thick Fat	Halves damage from Fire- and Ice-type moves.
Tinted Lens	Increases damage from not very effective attacks by 20%.
Torrent	Doubles the damage inflicted by user's Water-type moves when user's HP is below 25%.
Trace	When hit by a move from another Pokémon, user's Ability changes from Trace to one of the foe Pokémon's Abilities for as long as user is on the floor.
Truant	User becomes Paused (cannot move) if it uses a move or a Wonder Orb.
Unaware	Disregards foe's stat alterations when attacking or being attacked.
Unburden	User can use two moves or regular attacks in a row if they have no held item.
Vital Spirit	User is immune to Yawning, Nightmare, Sleep, and Napping statuses.
Volt Absorb	When hit by an Electric-type move, does not suffer damage but instead restores the amount of HP that would have been lost. If move had a side effect, user's HP is fully restored and user does not experience the side effect. No effect for moves that inflict no damage.
Water Absorb	When hit by a Water-type move, does not suffer damage but instead restores the amount of HP that would have been lost. If move had a side effect, user's HP is fully restored and user does not experience the side effect. No effect for moves that inflict no damage.
Water Veil	Protects against Burn status.
White Smoke	Protects user against its stats being lowered. Does not protect against the effects of certain moves that lower the user's own stats.
Wonder Guard	User can only be damaged by super effective moves and typeless attacks; only takes 1 damage from regular attacks. User is immune to Skill Swap and Role Play.

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Tactics List

Let's Go Together

From start

Follows leader	○
Attacks foes	○

User tails the leader when possible, but wanders around on its own when the leader is out of sight. Will not approach foes.

You Go the Other Way

Learn at Lv20

Follows leader	X
Attacks foes	○

Wanders the floor on its own and approaches foes.

Go After Foes

From start

Follows leader	○
Attacks foes	○

Tails the leader, but breaks off and approaches foes if it sees them.

Avoid the First Hit

From start

Follows leader	○
Attacks foes	○

Tails the leader, but breaks off and approaches foes if it sees them. Then, as shown in the screenshot below, stops at a distance of 2 squares, and waits for the foe to come to it.



The user stops at a distance of 2 squares. You should give it a throwing item, or teach it a move that can hit 2 squares ahead.

Avoid Trouble

Learn at Lv35

Follows leader	○
Attacks foes	○

Same as "Let's Go Together" when user's HP is over 50%. When it's less than that, user becomes Terrified (flees enemies without attacking, does not pick up items, and cannot be given items).

Be Patient

Learn at Lv30

Follows leader	○
Attacks foes	○

Same as "Let's Go Together" when user's HP is over 50%. When it's less than that, user does not move. Can swap spots with leader when necessary, though.

Wait There

Learn at Lv10

Follows leader	X
Attacks foes	○

User does not move deliberately. Can switch spots with leader.

Get Away From Here

Learn at Lv15

Follows leader	X
Attacks foes	X

User is Terrified (flees from foes without attacking, does not pick up items and cannot be given items) until its tactic is changed.

- You can check tactics and change them by going to the dungeon menu and selecting Team ▶ [the Pokémon you want] ▶ See Tactics.
- You can change everyone's tactics at once by going to the dungeon menu ▶ Team ▶ [Leader Pokémon] ▶ Tactics meeting.

IQ Skill List

How to read the list

*See pages 506-508 for more on each Pokémon's IQ Skill Group.

Name	When Acquired	IQ Skill Groups										Effect
		A	B	C	D	E	F	G	H	I	J	
1 Absolute Mover	2 ★10					3					•	4 User can travel over water, lava, and pits, and even travel through walls while destroying them. (Cannot destroy walls diagonally.) Moves that can hit 2 squares ahead can hit foes in walls. Straight-ahead moves that cannot cut corners can hit foes in walls, as long as the foes are not positioned diagonally from the user.

1. Name—Name of the skill. Ones listed in red type don't work on the leader.
2. When Acquired—When the IQ Skill is acquired by eating Gummis or the like. Skills are acquired when the Pokémon reaches the listed IQ.
3. IQ Skill Groups—The skills a Pokémon can learn are determined by its IQ Skill group. Each skill can only be attained by the Pokémon belonging to the groups that have a circle in their column.
4. Effect—The skill's effect.

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Name	When Acquired	IQ Skill Groups										Effect
		A	B	C	D	E	F	G	H	I	J	
Absolute Mover	★10										•	User can travel over water, lava, and pits, and even travel through walls while destroying them. (Cannot destroy walls diagonally.) Moves that can hit 2 squares ahead can hit foes in walls. Straight-ahead moves that cannot cut corners can hit foes in walls, as long as the foes are not positioned diagonally from the user.
Acute Sniffer	★0.5	•						•				Tells you how many items are on the floor when you enter.
Aggressor	★2.5			•						•		Raises Attack and Sp. Attack by 1, but lowers Defense and Sp. Defense by 1.
All-Terrain Hiker	★4	•					•		•	•		User can cross water, lava, and pits.
Bodyguard	★1		•			•			•			When next to a teammate whose HP is under 25%, user takes enemy attacks in its place. Only works for attacks that hit 1 Pokémon at a time.
Brick-Tough	★1			•		•			•			Raises max HP by 10. This skill cannot be deactivated.
Cheerleader	★0.5		•			•						Raises the Attack and Sp. Attack of an adjacent teammate by 1.
Clutch Performer	★4			•	•							Raises Evasion by 2 when HP is under 25%.
Coin Watcher	★1.5	•	•						•			When user picks up Poké, increases the amount found by 20%. This skill cannot be deactivated.
Collector	★4	•										Increases the chance that a defeated foe will drop a Treasure Box.
Concentrator	★2			•	•						•	Raises Accuracy by 1, but lowers Evasion by 1.
Counter Basher	★3			•								Lowers Defense by 1. If user takes physical damage from an adjacent Pokémon, occasionally counter-inflicts the same damage on the foe.
Counter Hitter	★3.5				•	•						When hit by a physical attack from an adjacent foe, sometimes counter-inflicts 25% of the damage.
Course Checker	(From start)	•	•	•	•	•	•	•	•	•	•	Refrains from using attacks that would be blocked by a wall or a teammate.
Critical Dodger	★4.5				•			•	•			Protects against critical hits.
Dedicated Traveler	(From start)	•	•		•							User tries to move rather than attack, even if a foe is nearby. Will only attack if a foe cuts off its course.
Deep Breather	★2		•			•			•	•		Restores 1 PP to one of user's moves upon entering the floor.
Defender	★2.5					•					•	Raises Defense and Sp. Defense by 1, but lowers Attack and Sp. Attack by 1.
Efficiency Expert	★0.5					•			•			When attacking, user tries to go for foes with less HP.
Energy Saver	★2.5					•					•	Lowers Belly's rate of depletion by 25% (p.41). Only works for the leader.
Erratic Player	★3.5			•				•				Increases the effects of type compatibility on damage (p.706).
Escapist	(From start)	•	•	•	•	•	•	•	•	•	•	User can use badge to extract a rescued Pokémon from the dungeon. This skill cannot be deactivated.
Exclusive Move-User	(From start)	•	•	•	•	•	•	•	•	•	•	User refrains from using regular attacks, moves with a PP of zero, and moves whose link is about to fail. Enemy Pokémon acquire this skill when their IQ surpasses 3.5 stars.
Exp. Elite	★3.5						•	•				User gets 10% more Exp. for defeating foes.
Exp. Go-Getter	★2			•				•		•		When attacking, user tries to go for the foes worth the most Exp.
Extra Striker	★5.5			•	•					•		User sometimes does 2 regular attacks in a row.
Fast Friend	★5.5		•						•			Raises your chance of recruiting a defeated foe. Only works for the leader.

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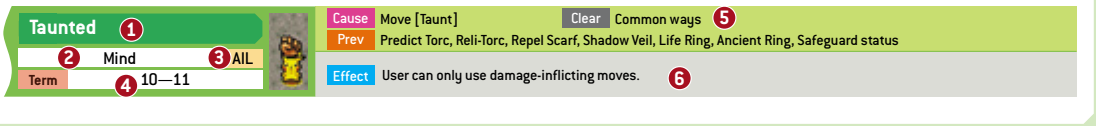
Name	When Acquired	IQ Skill Groups										Effect
		A	B	C	D	E	F	G	H	I	J	
Gap Prober	★2		•		•		•				•	User's moves, Wonder Orbs, and thrown items pass through teammates (except for items meant to be used on teammates, like Gummis and Oran Berries).
Haggler	★3.5	•	•									Gives you a 20% discount on goods in dungeon shops, and lets you take a 20% markup on items you sell there. Only works for the leader.
Hit-and-Runner	★3						•	•			•	Sometimes nullifies foes' counter-attacks (e.g. from Counter status).
House Avoider	★8	•	•			•	•		•	•	•	User will try not to go into a Monster House where enemies are hiding.
Intimidator	★6			•		•				•	•	An attacking foe will sometimes Cringe and become unable to act. Only works for attacks with a range of straight-ahead, area, or 2 squares (must be adjacent).
Item Catcher	(From start)	•	•	•	•	•	•	•	•	•	•	If user has no held item, catches thrown items and holds them for its own. Cannot catch seeds, berries, Health Drinks, or items thrown by Pokémon with Pierce status (enemy Pokémon cannot catch items).
Item Master	(From start)	•	•	•	•	•	•	•	•	•	•	User can use held items on itself, and revive itself with Reviver Seeds. Enemy Pokémon attain this skill when they surpass an IQ of 1.5 stars.
Lava Evader	★3	•	•	•	•	•	•	•	•	•	•	User will try not to enter lava, even if it is capable of it. Enemy Pokémon cannot have this skill.
Map Surveyor	★6	•						•			•	Displays the entire layout of the floor on the map as soon as you arrive.
Multitalent	★3.5	•					•				•	Raises the max PP of all of the user's moves by 5 each. This skill cannot be swapped.
Nature Gifter	★9		•						•			When user eats a seed or berry, extends the effect to all allies on the floor. Only works for the leader.
No-Charger	★6			•			•					For moves that need charging up, uses up 2 PP (or 1, if there's only 1 left) in order to use the move immediately.
Nonsleeper	★2	•	•	•								User is immune to Yawning, Nightmare, Sleeping, and Napping statuses.
Nontraitor	★0.5	•	•	•	•	•	•	•	•	•	•	Even in Confused, Cowering, or Blinker status, user will not attack self or teammates.
Pierce Hurler	★8.5	•	•	•			•					Thrown and launched items fly indefinitely, going through all walls and Pokémon in their way, and exerting their effects on all Pokémon they hit.
Power Pitcher	★1.5			•		•				•		Raises damage from launching items and Unown stones by 50%. Items that normally inflict 1 damage will inflict 2 damage.
PP Saver	★0.5	•			•		•	•		•	•	Sometimes prevents PP from decreasing when a move is used.
Practice Swinger	★2			•	•			•		•	•	Temporarily raises Attack and Sp. Attack by 1 on the turn following a missed attack.
Quick Dodger	★5.5				•			•	•	•		Increases user's chance of dodging attacks.
Quick Healer	★3					•		•	•	•		Doubles the rate of natural healing.
Quick Striker	★7.5				•			•				User always does 2 regular attacks in a row.
Self-Curer	★1				•		•	•	•	•		Halves the time the user spends in trouble status (p.70) and Ingrain status. For Pokémon other than the leader, protects against Hunger Seeds slashing the Belly stat to zero.
Sharpshooter	★3				•		•			•		Raises critical hit rate.
Stair Sensor	★5	•			•		•	•			•	Lets you know where the staircase is as soon as you enter the floor.
Status Checker	★0.5	•	•	•	•	•	•	•	•	•	•	User refrains from using status-inflicting moves if they would be ineffective (but will still use those that inflict damage).
Sure-Hit Attacker	★5					•					•	Regular attacks always hit. Even works when in Whiffer status.
Survivalist	★1.5	•		•		•				•		Raises the amount that a food item will replenish Belly by 10%. Certain chance of protecting against the ill effects of eating Grimy Food.
Time Tripper	★9.5									•		Raises Speed by 1.

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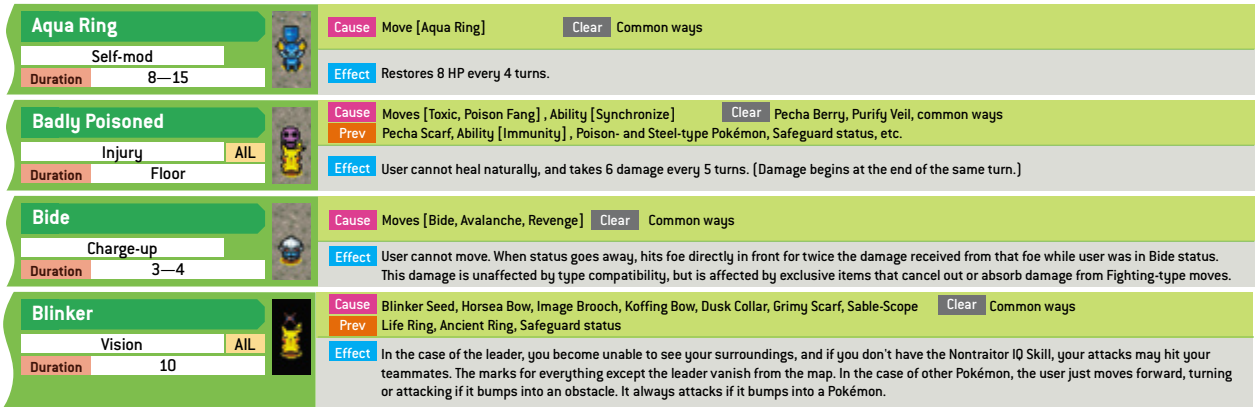
Name	When Acquired	IQ Skill Groups										Effect
		A	B	C	D	E	F	G	H	I	J	
Trap Avoider	★2.5				•			•				User avoids Wonder Tiles and visible traps when moving around.
Trap Buster	★4.5	•	•				•		•			Sometimes makes traps and Wonder Tiles vanish when stepping on them. (If so, user does not receive their effects.)
Trap Seer	★6		•		•			•				User can stand on invisible traps without setting them off.
Type-Advantage Master	★1	•	•	•			•					Raises the critical hit rate of super effective moves (critical hit value becomes 40).
Wary Fighter	★2					•	•		•		•	User steps back 1 square when its attack misses.
Weak-Type Picker	★1.5						•				•	When facing multiple foes, the user goes for the ones that its moves will inflict the most damage against, based on power and type effectiveness.
Wise Healer	★2		•			•			•			Increases recovery from moves and items by 15%.

Trouble Status List

How to read the list



1. Name—The name of the status.
2. Class—Which class of status it is. Some statuses will cancel out any other pre-existing status of the same class that the Pokémon already had. "None" means the status belongs to no class.
3. Status Ailment—This icon indicates a status ailment (p.70).
4. Duration—The length of time before the trouble status goes away on its own. If it's the kind that goes away after a certain number of turns, then it disappears at the start of its final turn. "Floor" means that it lasts for as long as the Pokémon is on the floor, "—" means that it doesn't go away on its own."*"means that there are certain exceptions, explained under 6.
5. How to cause, clear, and prevent—Moves, items, Abilities, and other things related to the trouble status. The icons are explained below.
   - Cause—How to cause the status
   - Clear—How to clear or remove the status. Below are the common methods that work for all trouble statuses.
     - Return to town
     - Move to the next floor
     - The duration expires
     - Revive using a Reviver Seed
     - Contract another status of the same class
     - Use an item or move that clears status ailments (works on status ailments only)
   - Prev—How to prevent the status
6. Effect—Primary effects of the trouble status



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Bouncing

Charge-up
Duration —



Cause Move [Bounce] **Clear** Take any action, common ways

Effect The status right before user attacks using Bounce. User is immune to all attacks except Gust, Thunder, Sky Uppercut, Twister, and Blast Seeds, but takes double damage from Gust and Twister.

Burn

Injury AIL
Duration Floor



Cause Moves [Will-O-Wisp, Flame Wheel, Flamethrower, Sacred Fire], Ability [Flame Body], Grimy Food, walk over lava, etc. **Clear** Rawst Berry, walk over water, common ways **Prev** Life Ring, Ancient Ring, Ability [Water Veil], Fire-type Pokémon, Safeguard status, stand on water

Effect Lowers damage dealt to targets by 20%, and deals user 6 damage every 50 turns. (Damage begins at the end of the same turn.)

Charging

Charge-up AIL
Duration —

Cause Move [Charge] **Clear** Take any action, common ways

Effect Doubles damage dealt by Electric-type moves.

Confused

Mind
Duration 6—11



Cause Moves [Confuse Ray, Swagger, Chatter, Flatter, Outrage, Psybeam], Totter Seed, Totter Orb, etc. **Clear** Common ways **Prev** Persim Band, Rouse Charm, Ability [Own Tempo], Safeguard status, etc.

Effect User moves around and attacks on its own. Unless it has the Nontraitor IQ Skill, its attacks may hit teammates as well as foes. If leader is affected, does not change the direction of thrown items.

Constriction

Move-sealing AIL
Duration 3—5

Cause Moves [Whirlpool, Clamp, Wrap, Sand Tomb, Fire Spin], Nether Veil **Clear** Move [Rapid Spin] (only clears user), throwing an item, moving aside, being blown aside, warping, common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect Pokémon cannot move and takes 5 damage every 2 turns (first damage comes at the end of the same turn).

Conversion 2

Self-mod
Duration 10

Cause Move [Conversion 2] **Clear** Common ways

Effect When user is attacked by moves from another Pokémon, changes user's type to one that's strong against the move used. User's type changes back one turn after Conversion 2 runs out.

Counter

Self-mod
Duration 6—11



Cause Moves [Pursuit, Counter, Payback] **Clear** Common ways

Effect When damaged by an adjacent foe, counter-inflicts the same amount of damage upon foe. Doesn't work if user has another charge-up status.

Cowering

Mind AIL
Duration 10—11



Cause Shocker Orb **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect Attacks backfire, and may hit teammates if the user does not have the Nontraitor IQ Skill. If user is the leader, does not change the path of thrown items.

Cringe

Mind AIL
Duration 1

Cause Moves [Iron Head, Dark Pulse, Snore, Rock Slide, Astonish, Bite, Sky Attack, Extrasensory, Headbutt, Waterfall, Twister, Dragon Rush, Fake Out], Aqua Collar, etc. **Clear** Common ways **Prev** Ability [Inner Focus], Life Ring, Ancient Ring, Safeguard status

Effect User cannot use moves, regular attacks, or Wonder Orbs.

Cross-Eyed

Vision AIL
Duration 10



Cause X-Eye Seed **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect If user is the leader, all other Pokémon take on Decoy status appearance—items, stairs, Wonder Tiles, and traps all look like flowers—and there is no distinction between the indicators on the map. If any other Pokémon gets this status, it walks in random directions and does not attack.

Cursed

Super-Ability AIL
Duration 3—8



Cause Move [Curse] (only caused when used by a Ghost-type Pokémon) **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect Every 3 turns, user loses 25% of its max HP. (Damage begins at the end of the same turn.) If user already has Cursed status, it gets it again and the effects start over.

Decoy

Super-Ability AIL
Duration 20—49



Cause Move [Follow Me, Substitute], Decoy Orb **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect Changes the user's appearance and draws enemy attacks. User returns to normal when another Pokémon takes on Decoy status. If affecting a non-Leader Pokémon, user wanders randomly and does not attack.

Destiny Bond

Link
Duration 10

Cause Move [Destiny Bond] **Clear** Common ways

Effect When user takes damage, does that same damage to the Pokémon it is linked with through Destiny Bond. Status goes away if the linked Pokémon faints.

Digging

Charge-up
Duration —



Cause Move [Dig] **Clear** Take any action, common ways

Effect The status right before user attacks using the Dig move. User cannot be hit by any attacks other than Earthquake, Magnitude, and Blast Seeds, but receives double damage from Earthquake and Magnitude.

Diving

Charge-up
Duration —



Cause Move [Dive] **Clear** Take any action, common ways

Effect The status right before user attacks using Dive. User is immune to all attacks except for Whirlpool, Surf, and Blast Seeds, but takes double damage from Whirlpool and Surf.

Double Speed

Speed
Duration 8—9

Cause Move [Agility], Quick Seed, etc. **Clear** Lower Speed, common ways

Effect User has elevated Speed and can move twice in one turn. (If user does anything other than move, it cannot do anything more for the rest of the turn.) Effects can be combined for up to four movements in a turn.

Dropeye

Vision AIL
Duration 40—49

Cause Dropeye Seed **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status, Blinker status

Effect Whether in a room or in a corridor, user can only see foes and items 2 squares ahead of it (1 square on dark floors).

Elevated Stats

(None)
Duration Floor

Cause Moves [Sharpen, Double Team, Harden, Growth, Amnesia], etc. **Clear** Moves [Mist, Foresight, Miracle Eye], step on a Wonder Tile, common ways

Effect The state where Attack, Defense, Sp. Attack, Sp. Defense, Accuracy, or Evasion is elevated between 1 and 10.

Embargo

Super-Ability AIL
Duration 4—9



Cause Move [Embargo] **Clear** Common ways **Prev** Life Ring, Ancient Ring, Safeguard status

Effect User cannot use items (but is still subject to the effects of held items and exclusive items).

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Encore
Mind | AIL
Duration: 10

Cause: Move [Encore] Clear: Common ways Prev: Predict Torc, Reli-Torc, Repel Scarf, Shadow Veil, Life Ring, Ancient Ring, Safeguard status
Effect: For as long as it's on the floor, user can only use the last move it used, and no Wonder Orbs.

Enduring
Self-mod
Duration: 1—3

Cause: Move [Endure] Clear: Common ways
Effect: Always leaves user with at least 1 HP, no matter how much damage it takes.

Enraged
Charge-up
Duration: 4—9
Cause: Move [Rage] Clear: Common ways
Effect: Raises Attack by 1 each time user takes damage.

Exposed
(None) | AIL
Duration: Floor

Cause: Move [Odor Sleuth, Foresight] Clear: Common ways Prev: Life Ring, Ancient Ring, Safeguard status
Effect: Changes type compatibility for Normal- and Fighting-type moves, such that damage from them is not reduced. Also stops Horn Drill and Guillotine from being nullified. Only works on Ghost-type Pokémon.

Eyedrops
Vision
Duration: Floor

Cause: Eyedrop Seed Clear: Common ways
Effect: Lets you see invisible Pokémon, undiscovered traps, and secret staircases.

Fly
Charge-up
Duration: —

Cause: Move [Fly] Clear: Take any action, common ways
Effect: The status right before user attacks using Fly. User is immune to all attacks except for Gust, Thunder, Sky Uppercut, Twister, and blasts from eating Blast Seeds, but takes double damage from Gust and Twister.

Focus Energy
Accuracy | AIL
Duration: 2—3

Cause: Move [Focus Energy] , All-Hit Orb Clear: Common ways
Effect: Regular moves, projectiles, and most damage-inflicting moves will always strike a critical hit.

Focus Punch
Charge-up
Duration: —
Cause: Move [Focus Punch] Clear: Take any action, common ways
Effect: The status right before user attacks with Focus Punch.

Frozen
Move-sealing | AIL
Duration: 3—4

Cause: Moves [Ice Fang, Powder Snow, Tri Attack, Blizzard, Ice Punch, Ice Beam], Icy Collar, etc. Clear: All damage-inflicting Fire-type moves, common ways Prev: Defrost Ruff, Life Ring, Ancient Ring, Ability [Magma Armor], Ice-type Pokémon, Safeguard status
Effect: User cannot act, but also cannot be damaged by any moves other than Fire-type moves, which remove the Frozen status.

Gastro Acid
Super-Ability | AIL
Duration: 4—9

Cause: Move [Gastro Acid] Clear: Common ways Prev: Life Ring, Ancient Ring, Safeguard status
Effect: Nullifies Ability.

Grudge
(None)
Duration: Floor

Cause: Move [Grudge] Clear: Common ways
Effect: When user is knocked out, drains the foe's last-used move to 0 PP.

Heal Block
Super-Ability | AIL
Duration: 4—9

Cause: Move [Heal Block] Clear: Common ways Prev: Life Ring, Ancient Ring, Safeguard status
Effect: User cannot recover HP using moves, items, or naturally. Items like Sitrus Berries will not raise max HP.

Identify
(None)
Duration: Floor
Cause: Identify Orb Clear: Common ways
Effect: Displays a "!" over the heads of Pokémon that are holding items.

Infatuated
Mind | AIL
Duration: 4—5
Cause: Move [Attract], Ability [Cute Charm], Glameow Bow, Heart Tiara, Luvdisc Torc Clear: Common ways
Prev: Ability [Oblivious], Cruel Ring, Stolid Scarf, Life Ring, Ancient Ring, Safeguard status
Effect: User cannot act.

Ingrain
Move-sealing
Duration: 15—29
Cause: Move [Ingrain] Clear: Move [Rapid Spin] (only clears user), throwing an item, moving aside, being blown aside, warping, common ways
Effect: User cannot move, but recovers 10 HP every 5 turns. (Recovery starts at the end of the move where user contracts the status.) Not a status ailment, but subject to the effects of the Natural Cure Ability and the Self-Curer IQ Skill.

Invisible
Body
Duration: 20—29

Cause: Vanish Seed, Invisify Orb, Heart Brooch Clear: Common ways
Effect: User cannot be seen by any Pokémon without Eyedrops status or Goggle Specs.

Leech Seed
Link | AIL
Duration: 10—11
Cause: Move [Leech Seed] Clear: Move [Rapid Spin] (only clears user), common ways
Prev: Life Ring, Ancient Ring, Grass-type Pokémon, Safeguard status
Effect: User takes 10 damage every 2 turns. (Damage begins at the end of the same turn.) At the same time, the Pokémon that inflicted the status gains 10 HP. Status is cleared if the Pokémon that used Leech Seed faints.

Light Screen
Self-mod
Duration: 10—11

Cause: Move [Light Screen] Clear: Moves [Brick Break, Defog], common ways
Effect: Halves the damage received from special attacks. Does not lower the damage from moves that deal a fixed amount of damage.

Long Toss
Throwing
Duration: Floor
Cause: Longtoss Orb Clear: Common ways
Effect: Thrown items and projectiles fly up to 99 squares. Doesn't change the range of Geo Pebbles, Gravelerocks, or Rare Fossils.

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Low HP

None

Duration —



Cause Remaining HP below 25% Clear Restore HP

Effect User has low HP. Activates the Abilities Torrent, Overgrown, Swarm, and Blaze, and the items Hope Robe, the Edify Robe, and the Charity Robe.

Lowered Stats

(None)

Duration Floor



Cause Move [Charm, Sweet Scent, Screech, Fake Tears], etc. Clear Move [Fog], step on a Wonder Tile, common ways

Prev Twist Band, Ability [Hyper Cutter], Mist status, etc.

Effect The state where Attack, Defense, Sp. Attack, Sp. Defense, Accuracy, or Evasion is diminished. Stats can be lowered by 1 to 10, 25%, or 50%.

Lucky Chant

Self-mod

Duration 8—15



Cause Move [Lucky Chant] Clear Common ways

Effect Protects against critical hits.

Magic Coat

Self-mod

Duration 10—11



Cause Move [Magic Coat] Clear Common ways

Effect Dodges certain moves from adjacent Pokémon, and reverses their effects back onto the foe. See the move data list (p.XXX-XXX) to see which moves are affected.

Magnet Rise

(None)

Duration 4—9



Cause Move [Magnet Rise] Clear Floor set to Gravity status, common ways Prev Give floor Gravity status

Effect Gives user air terrain ability (user can cross water, lava, and pits) and makes it immune to Ground-type moves.

Metal Burst

Self-mod

Duration 4—9



Cause Move [Metal Burst] Clear Common ways

Effect When user takes damage from an adjacent Pokémon, deals half that damage to the surrounding foes. Doesn't work if user already has a charge-up-class trouble status.

Mini Counter

Self-mod

Duration 6—11



Cause Rebound Orb Clear Common ways

Effect When user takes physical damage from an adjacent Pokémon, returns 25% of that damage back onto the foe. Doesn't work if user already has a charge-up trouble status.

Miracle Eye

(None) AIL

Duration Floor



Cause Move [Miracle Eye] Clear Common ways Prev Life Ring, Ancient Ring, Safeguard status

Effect Changes the type compatibility of Psychic-type moves, so that damage from them is not reduced. Only works on Dark-type Pokémon.

Mirror Coat

Self-mod

Duration 10—11



Cause Move [Mirror Coat] Clear Common ways

Effect When user takes special damage from an adjacent foe, does that same damage to the foe. Doesn't work if user already has a charge-up trouble status.

Mirror Move

Self-mod

Duration 1—2



Cause Move [Mirror Move] Clear Common ways

Effect User dodges an adjacent foe's move and turns its effects back on the foe. Does not affect friendly moves used by teammates. User does not earn Exp. if it knocks out foe in this way.

Mist

Self-mod

Duration 10—13



Cause Move [Mist] Clear Move [Defog], common ways

Effect Protects against strength being lowered.

Mobile

Body

Duration Floor

Cause Mobile Orb Clear Common ways

Effect User gains pass-through terrain ability. (User can travel across water, lava, pits, and walls. User's attacks can cut corners. Moving into a wall or using a Wonder Orb there depletes Belly by 5.)

Muzzled

None AIL

Duration 10



Cause Silence Orb Clear Common ways Prev Life Ring, Ancient Ring, Safeguard status

Effect User cannot use moves that use its mouth; cannot eat or drink food, seeds, Gummis, or Health Drinks. (These items still work when thrown at user.)

Napping

Sleep

Duration 0—2(*)



Cause Move [Rest] Clear Move [Wake-Up Slap], common ways

Prev Insomniscope, Nice Bangle, Vibra Scarf, Wool Bow, Duskull Ruff, Abilities [Insomnia, Vital Spirit], IQ Skill [Nonsleeper], Sleepless status

Effect User cannot act, but when this status runs out, user's HP and status ailments are completely healed. Lasts from 0-1 turns when inflicted on foes.

Nightmare

Sleep AIL

Duration 3—6



Cause Move [Nightmare], Eclipse Robe Clear Move [Wake-Up Slap], common ways Prev Insomniscope, Nice Bangle, Vibra Scarf, Life Ring, Wool Bow, Duskull Ruff, Ancient Ring, Abilities [Insomnia, Vital Spirit], IQ Skill [Nonsleeper], Safeguard status, Sleepless status

Effect Pokémon cannot move or heal naturally. Inflicts 8 damage when it ends.

Paralysis

Injury AIL

Duration 1

Cause Moves [Disable, ThunderPunch, Lick, Stun Spore], Abilities [Static, Effect Spore], Grimy Food, etc. Clear Move [SmellingSalt], Cheri Berry, common ways Prev Ability [Limber], Volt Bangle, Mobile Bow, Magne-Torc, Moving Scarf, Life Ring, Ancient Ring, Safeguard status

Effect Lowers Speed by 1, and makes user unable to use moves, regular attacks, and Wonder Orbs.

Paused

Mind AIL

Duration 3—5(*)

Cause Moves [Rock Wrecker, Giga Impact, Roar of Time, Frenzy Plant, Hydro Cannon, Hyper Beam, Blast Burn], Ability [Truant] (Above only affects in user), Move [Imprison], Foe-Seal Orb Clear Common ways Prev Life Ring, Ancient Ring, Safeguard status

Effect User cannot act. Lasts 1 turn if status was caused by user using a move like Hyper Beam.

Perish Song

(None) AIL

Duration —

Cause Move [Perish Song], Perish Torc, Misdrea-Cape Clear Endure the effects of Perish Song, common ways

Prev Ability [Soundproof], Life Ring, Ancient Ring, Safeguard status

Effect After 4 turns, user takes heavy damage and is knocked out.

Petrified

Move-sealing AIL

Duration Floor(*)

Cause Stun Seed, Stayaway Orb, Petrify Orb, Foe-Hold Orb Clear Get hit by any attack, common ways

Prev Life Ring, Ancient Ring, Safeguard status

Effect User cannot act. Can be healed in teammates by talking to them or having them switch places with the leader. Lasts 10-19 turns if the leader is affected.

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Pierce

Throwing
Duration: Floor

Cause: Pierce Orb — Clear: Common ways

Effect: Thrown items and projectiles have unlimited range. Items pass through walls and Pokémon, inflicting their effects on all Pokémon they hit. Items cannot be caught by opponents with the Item Catcher IQ Skill.

Poisoned



Injury — AIL
Duration: Floor

Cause: Moves [Smog, Gunk Shot], Poison Trap, etc. — Clear: Pecha Berry, Purify Veil, Common ways
Prev: Pecha Scarf, Ability [Immunity], Poison- and Steel-type Pokémon, Safeguard status, Badly Poisoned status, etc.

Effect: User cannot recover HP naturally, and takes 2 damage every 20 turns (damage starting at the end of the same turn).

Power Ears

(None)
Duration: Floor

Cause: Radar Orb — Clear: Common ways

Effect: Displays the location of all Pokémon on the map. On dark floors, even Pokémon outside the range of visibility become visible.

Protect



Self-mod
Duration: 1—2

Cause: Moves [Protect, Detect] — Clear: Move [Feint], common ways

Effect: Protects against moves, regular attacks, attacks from Wonder Orbs, and critical damage from Perish Song. (Does not protect against damage from thrown items, traps, or weather.)

Razor Wind

Charge-up
Duration: —

Cause: Move [Razor Wing] — Clear: Take any action, common ways

Effect: The status right before user attacks with Razor Wind.

Reflect



Self-mod
Duration: 10—11

Cause: Move [Reflect] — Clear: Moves [Brick Break, Defog], common ways

Effect: Halves damage received from physical attacks. Does not lessen damage from moves that deal a fixed amount of damage.

Safeguard



Self-mod
Duration: 15—19

Cause: Move [Safeguard] — Clear: Move [Defog], common ways

Effect: Protects against status ailments (p.XX). Does not protect against Wrap status or Paused status resulting from the Truant Ability.

Scanning

(None)
Duration: Floor

Cause: Scanner Orb — Clear: Common ways

Effect: Displays the location of items on the map. On dark floors, makes items outside the range of visibility become visible. (Items inside walls are still invisible.)

Serial Attack

(None)
Duration: —

Cause: Abilities [Unburden, Swift Swim, Chlorophyll], Seabed Veil, Terra Ring, Snow Brooch, Snowy Torc, SkyHigh Veil — Clear: Common ways

Effect: User can perform moves and attacks twice in one turn, draining only 1 PP for both uses.

Set Damage



Accuracy
Duration: 2—3

Cause: Moves [Doom Desire, Future Sight] — Clear: Common ways

Effect: Damage user inflicts on foes and recoil damage received by user are both set at 30.

Shadow Force



Charge-up
Duration: —

Cause: Move [Shadow Force] — Clear: Take any action, common ways

Effect: The status right before user attacks using Shadow Force. User is immune to all attacks other than blasts from eating Blast Seeds.

Shadow Hold

Move-sealing — AIL
Duration: 2—4

Cause: Moves [Spider Web, Mean Look, Block], Abilities [Arena Trap, Shadow Tag, Magnet Pull], Grimy Food, Marsh Torc, Brine Scarf, etc.
Clear: Move [Rapid Spin] (only heals user), throwing an item, moving aside, being blown aside, warping, common ways
Prev: Life Ring, Ancient Ring, Ability [Run Away], Safeguard status

Effect: User cannot move.

Sky Attack

Charge-up
Duration: —

Cause: Move [Sky Attack] — Clear: Take any action, common ways

Effect: The status right before user attacks with Sky Attack.

Skull Bash

Charge-up
Duration: —

Cause: Move [Skull Bash] — Clear: Take any action, common ways

Effect: The status right before user attacks using Skull Bash. Raises Defense by 1.

Sleep



Sleep — AIL
Duration: 2—5

Cause: Moves [Lovely Kiss, Sing, Spore, GrassWhistle], Ability [Effect Spore], Sleep Seed, Slumber Orb, etc. — Clear: Move [Wake-Up Slap], common ways
Prev: Insomniscope, Abilities [Insomnia, Vital Spirit], IQ Skill [Nonsleeper], Nightmare status, Safeguard status, Sleepless status, Napping status, etc.

Effect: User cannot act.

Sleepless



Sleep
Duration: Floor

Cause: Moves [Uproar, Worry Seed], Chesto Berry — Clear: Common ways — Prev: Ability [Truant] [only protects against effects of Worry Seed]

Effect: Protects against Yawning, Nightmare, Sleep, and Napping statuses.

Slip

Body
Duration: Floor

Cause: Slip Seed — Clear: Common ways

Effect: User gains water terrain ability (can travel over water). Only works on Pokémon with regular, lava, or immobile terrain ability.

Slow

Speed — AIL
Duration: 6—7

Cause: Move [Bubble, String Shot, Constrict, Rock Tomb], Ability [Slow Start], Rocky Orb, Slow Orb, Spina-Scarf, Slowpoké Hat, Slow Trap, Paralysis, etc.
Clear: Common ways — Prev: Life Ring, Ancient Ring, Safeguard status

Effect: The state of having diminished Speed. User can only move or act once for every 2 turns.

Snatch



Super-Ability
Duration: 3—4

Cause: Move [Snatch], Snatch Orb — Clear: Common ways

Effect: Hijacks the effects of certain moves used anywhere on the floor. See the move data list (p.685–705) to see which moves can be snatched. If user was already in Snatch status, the new use starts the effects over again.

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SolarBeam
Charge-up
Duration —

Cause Move [SolarBeam] Clear Take any action, common ways
Effect The status right before the user attacks using SolarBeam.

Stairs Knowledge
(None)
Duration Floor

Cause Stairs Orb Clear Common ways
Effect Displays the location of stairs and secret stairways on the map, and makes secret stairways visible.

Starving
(None)
Duration —

Cause Hunger Seed (only causes status in foes), Belly reaches zero Clear Recover Belly
Prev IQ Skill [Self-Curer] (only protects against effects of Hunger Seed)
Effect User's status when Belly reaches zero. User cannot heal naturally, and loses 1 HP with every action. Does not occur in teammates. When occuring in foes, has same effects as teammate starving.

Stockpiling
(None)
Duration Floor

Cause Move [Stockpile] Clear Moves [Swallow, Spit Up] (only clears user), common ways
Effect Exerts its effects during the moves Swallow and Spit Up. There are three levels of this status, and the user's level is raised each time it uses Stockpile.

Sure Shot
Accuracy
Duration 10—11

Cause Moves [Mind Reader, Lock-On] Clear Common ways
Effect Moves, regular attacks, and Wonder Orbs hit the target without fail. (Does not change the accuracy of thrown items and projectiles.)

Taunted
Mind AIL
Duration 10—11

Cause Move [Taunt] Clear Common ways
Prev Predict Torc, Reli-Torc, Repel Scarf, Shadow Veil, Life Ring, Ancient Ring, Safeguard status
Effect User can only use damage-inflicting moves.

Teammate Starving
(None)
Duration —

Cause Hunger Seed, Belly reaches zero Clear Restore Belly Prev IQ Skill [Self-Curer] (only prevents the effects of Hunger Seed)
Effect User's Belly has reached zero. User cannot move, and can only inflict 1 damage on opponents. Does not happen to the leader.

Terrified
(None)
Duration —(*)

Cause Ability [Run Away], Tactics [Avoid trouble, Get away from here] (above cannot cause status in leader), Ability [Stench], Foe-Fear Orb
Clear Common ways
Effect User cannot move, pick up items, or perform any action that uses up a turn. Non-leader Pokémon flee from foes. Lasts 2 turns when inflicted by the Stench Ability, 9 turns for a Foe-Fear Orb.

Transformed
Body
Duration Floor

Cause Move [Transform] Clear Common ways
Effect Changes user's form into that of another Pokémon appearing on the floor. (Does not change stats.)

Vital Throw
Self-mod
Duration 15—19

Cause Move [Vital Throw] Clear Common ways
Effect When attacked physically by an adjacent Pokémon, throws that Pokémon in the air. Doesn't work if the user has a charge-up status already.

Whiffer
Accuracy AIL
Duration 1—3

Cause Move [SmokeScreen] Clear Common ways Prev Life Ring, Ancient Ring, Safeguard status
Effect User cannot hit foe with moves, regular attacks, Wonder Orbs, or projectiles. But if user has the Sure-Hit Attacker IQ Skill, regular moves alone will work.

Wish
Self-mod
Duration 10—11

Cause Move [Wish] Clear Common ways
Effect Speeds up the rate of natural recovery, restoring 1/30 of user's max HP every 30 turns.

Wrap
Move-sealing
Duration 2—4

Cause Move [Wrap] (only affects user) Clear Throwing an item, moving aside, being blown aside, warping, common ways
Effect User cannot move. Status is cleared if target does not enter Wrapped status.

Wrapped
Move-sealing AIL
Duration 2—4

Cause Move [Wrap] Clear Throwing an item, moving aside, being blown aside, warping, common ways
Prev Life Ring, Ancient Ring, Safeguard status, Wrap status
Effect User cannot move, and takes 6 damage every 2 turns. (Damage begins at the end of the same turn.) Status is cleared if the foe that used Wrap does not enter Wrap status itself.

Yawning
Sleep AIL
Duration 2

Cause Move: [Yawn] Clear Common ways Prev Insomniscope, Nice Bangle, Vibra Scarf, Life Ring, Wool Bow, Duskull Ruff, Ancient Ring, Abilities [Insomnia, Vital Spirit], IQ Skill [Nonsleeper], Nightmare status, Safeguard status, Sleep status, Napping status, Sleepless status
Effect When it ends, becomes Sleep status, which lasts 5-8 turns.

About Status Ailments

Most of the trouble statuses that harm the user, along with conditions that seal moves, are known collectively as status ailments (see the chart at right). Remember the elements common to all status ailments: they can be healed using certain items or moves, and they create the conditions for some Abilities to do their jobs.

Status Ailments

- Badly Poisoned
- Blinker
- Burn
- Confused
- Constriction
- Cowering
- Cringe
- Cross-Eyed
- Cursed
- Decoy
- Dropeye
- Embargo
- Encore
- Exposed
- Frozen
- Gastro Acid
- Heal Block
- Infatuated
- Leech Seed
- Miracle Eye
- Muzzled
- Nightmare
- Paralysis
- Paused
- Perish Song
- Petrified
- Poisoned
- Shadow Hold
- Sleep
- Slow
- Taunted
- Whiffer
- Wrapped
- Yawning

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Effects Related to Status Ailments

Effect	Caused By
Clears a status ailment	• Heal Seed • Gabite Scale • Aromatherapy move • Heal Bell move • Healing Wish move • Lunar Dance move • Refresh move
Clears a status ailment and passes it on to another Pokémon	• Psycho Shift move
Clears a status ailment by traveling over water	• Marine Cache
Clears status ailments in Rain weather	• Hydration Ability
Has a chance every turn of clearing status ailments	• Shed Skin Ability
Status that clears status ailments once it wears off	• Napping status
Makes status ailments that wear off stop after 5 turns	• Natural Cure Ability
Halves the duration of status ailments that wear off	• Self-Curer IQ Skill
Protects against status ailments	• Life Ring • Ancient Ring • Safeguard status
Protects against status ailments in Clear weather	• Guard Gem • Dragon Gem • Weather Cape
Protects against status ailments in Sunny weather	• Fiery Gem • Bright Tiara • Leaf Guard Ability
Protects against status ailments in Cloudy weather	• White Gem • Poison Gem
Protects against status ailments in Rain weather	• Aqua Gem
Protects against status ailments in Fog weather	• Psyche Gem • Dark Gem
Protects against status ailments in Hail weather	• Icy Gem
Protects against status ailments in Sandstorm weather	• Earth Gem • Metal Gem
Doubles Attack when hit by a status ailment	• Guts Ability
Raises Defense by 50% when hit by a status ailment	• Marvel Scale Ability
Raises Speed by 1 when hit by a status ailment	• Quick Feet Ability

Trap List

Name	Effect when activated
Chestnut Trap	Inflicts 10 damage.
Explosion Trap	Powerful explosion impacts a 5×5 square area around the trap (see next page).
Grimy Trap	Sometimes turns the Pokémon's held food item or Gummi into Grimy Food. In the case of the leader, may also turn a food item or Gummi in the Treasure Bag into Grimy Food.
Grudge Trap	Makes 1-4 enemy Pokémon appear within a 1-square radius of the trap. All enemy Pokémon, including the new ones, have Grudge status. Trap disappears after activation.
Gust Trap	Blows Pokémon 10 squares in any direction (see next page).
Mud Trap	Lowers Attack, Sp. Attack, Defense, or Sp. Defense by 3.
Pitfall Trap	If leader sets it off, inflicts 5 damage and sends leader to next floor (if on the last floor of the dungeon, clears the dungeon). If another Pokémon sets it off, knocks the Pokémon out (cannot be revived with a Reviver Seed).
Poison Trap	Inflicts Poisoned status.
Pokémon Trap	Items in the same room turn into enemy Pokémon that appear on that floor. Trap disappears after activation.

Name	Effect when activated
PP-Zero Trap	Slashes the PP of one of the Pokémon's moves to zero.
Random Trap	Has the same effect as one of the other traps that can appear on the floor. Always goes off when stepped on, and most of its effects act as if all your team members have stepped on it.
Seal Trap	Seals one of the Pokémon's moves so it can't can't be used. Effect lasts until Pokémon leaves the floor, or until the status is lifted by a move or item.
Selfdestruct Trap	Explodes, impacting a 3×3 square area around the trap (see next page).
Slow Trap	Lowers Speed by 1.
Slumber Trap	Inflicts Sleep status.
Spiked Tile	Inflicts 20 damage. Trap is visibly set by the Spikes move.
Spin Trap	Inflicts Confused status.
Stealth Rock	Inflicts damage equal to 12.5% of the Pokémon's max HP. No effect on Rock-type Pokémon. Trap is set invisibly by the Stealth Rock move.
Sticky Trap	If leader sets it off, makes its held item or one of the items in your Treasure Bag sticky (p.36). For other Pokémon, makes held item sticky.

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Trap List (continued)

Name	Effect when activated
Summon Trap	Makes 1—4 Pokémon appear within 1 square radius around the trap. Trap disappears after activation.
Toxic Spikes	Inflicts 10 damage and Poisoned status. Trap is visibly set by the Toxic Spikes move.
Trip Trap	Makes Pokémon drop its held item in front of it.
Warp Trap	Warps the Pokémon to a room somewhere on the floor but off the screen.

About Explosions

Setting off a Selfdestruct Trap and/or Explosion Trap sparks a regular-size or large explosion that envelops the surrounding area. The explosion causes massive damage to the Pokémon caught in the blast, and has the effects outlined to the right. Regular and large explosions differ in range and cause, as shown below.

Explosion Effects

- Inside the range of the explosion, Pokémon take damage (see below) and walls and items are destroyed
- You receive no Exp. for foes knocked out in an explosion

Differences between small and large explosions

Kind	Range	Causes
Regular	3×3 squares	Selfdestruct move, Pokémon with Aftermath Ability is knocked out, Selfdestruct Trap is stepped on
Large	5×5 squares	Explosion move, Explosion Trap is stepped on

*Explosions do not occur in Rain weather or if there is a Pokémon on the floor with the Damp Ability

Damage received from explosions

Pokémon	Regular	Large
Exploration Team Pokémon	Half of remaining HP (or 1 HP if only 1 HP remains)	
Enemy Pokémon	40 damage	80 damage

*Explosions from the Aftermath Ability will never drain HP to zero
*Fire-type Pokémon receive half damage
*Pokémon under the effects of a BubbleBangle, Pupita-Scarf, Beldum Torc, Clam-Brooch, Cloud Rock, Bell-Bow, or Wavy Charm receive reduced damage

Effects of Being Blown Away by a Gust of Wind

A Pokémon that steps on a Gust Trap, or gets hit with Roar, Whirlwind, or a Blowback Orb will be thrown 10 squares away. The Pokémon can cross water, pits, and lava in its flight, but if it hits a wall or another Pokémon, it takes 5 damage and stops right there (the other Pokémon takes 5 damage too). Pokémon that can pass through walls won't hit them and will continue moving.



If a Pokémon gets tossed into a kind of terrain that it can't normally travel over, it gets warped immediately to another spot on the floor.

Pokémon Mystery Dungeon: Explorers of Sky — Seeds of Wisdom: Part 2

The things Teammates Say

The members of your team have a lot on their minds—talk to them by pressing A or when they level up. Their lines change depending on the circumstances, and even under the same circumstances they'll have a few comments for you. Only your partner will have unique lines throughout the story.



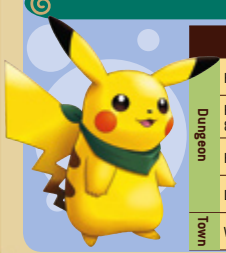
You can talk to your teammates hanging out at Spinda's Café in town.

Lucario



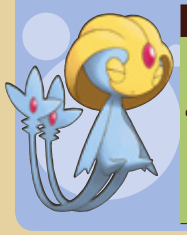
	Situation	Sample Lines
Dungeon	HP is over 80%	You know, carelessness can be our own worst enemy.
Dungeon	HP is between 25% and 80%	This place is proving harsh...
Dungeon	HP is below 25%	Oh blast, this might be it...
Dungeon	Level up	Well, well. I'm suddenly tougher. I leveled up!
Town	Waiting at Spinda's Café	Oh, finally prepared to leave?

Pikachu



	Situation	Sample Lines
Dungeon	HP is over 80%	Let's help each other do well!
Dungeon	HP is between 25% and 80%	I'm hurt a little...But I'm still good to go!
Dungeon	HP is below 25%	Ugh... I don't want to faint in a place like this...
Dungeon	Level up	I leveled up! Great!
Town	Waiting at Spinda's Café	Another exciting adventure... Where are we going?

Uxie



	Situation	Sample Lines
Dungeon	HP is over 80%	We should delve deeper.
Dungeon	HP is between 25% and 80%	I can absorb more damage...
Dungeon	HP is below 25%	I've been taken down...
Dungeon	Level up	Yes, I've done it! I've leveled up!
Town	Waiting at Spinda's Café	No need to rush! Just get ready, then we'll go.

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2

Pre-ending Dungeon Walkthrough



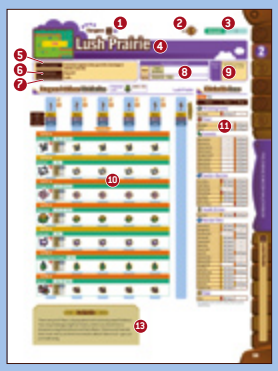
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How to Use the Pre-Ending Dungeon Walkthrough

In this section is information about the dungeons you encounter in the main story before the ending—make sure you understand all the data by reading the guide below.

Dungeon Guide

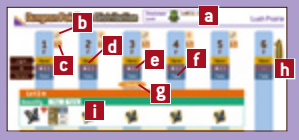
1. Number—The dungeon's reference number.
2. No. of Floors—The dungeon's total floor count.
3. Replayable—Whether or not you can replay the dungeon after you clear it the first time.
4. Name—The name of the dungeon.
5. Conditions—What has to happen for you to be able to enter the dungeon. Summarizes necessary story points.
6. Initial Goal—The goal for your first visit.
7. Recommended Level—An estimate of the level you should be at to complete the mission on your first visit. May be higher or lower depending on your hero Pokémon.
8. Special Rooms and Terrain—Unusual rooms or terrain that may appear on the floor. The affected floors are also indicated. ("All floors" excludes boss floors, treasure floors, Secret Bazaars and the like.)
9. Special Rules—Any special rules attached to that dungeon. In dungeons where you cannot recruit foe Pokémon, you also cannot receive a Helper Pokémon from a friend who's performed a friend rescue for you.
10. Pokémon Dungeon Breakdown Chart—A display of information on the foe Pokémon appearing on each floor. See below for key.
11. Obtainable Items—A list of the items you can get, classified by equipment, food, etc. If Sticky has a "yes," that means that items may be sticky when you pick them up. If you find the item on the floor, it's marked with the floor you find it on. If it's for sale, it's marked "Shop." ("All floors" excludes boss floors, treasure floors, Secret Bazaars, and the like.) The color bar to the left of the column marks your likelihood of finding the item on the floor or in a shop: red = high, orange = medium, yellow = low.
12. Traps Set—Which kinds of traps may be set. The color bar on the left of the column marks the trap's chance of being set. (The floor numbers and the meanings of the colors are the same as for "Obtainable items.")
13. Tips—Things you should do to prepare, or points to remember.

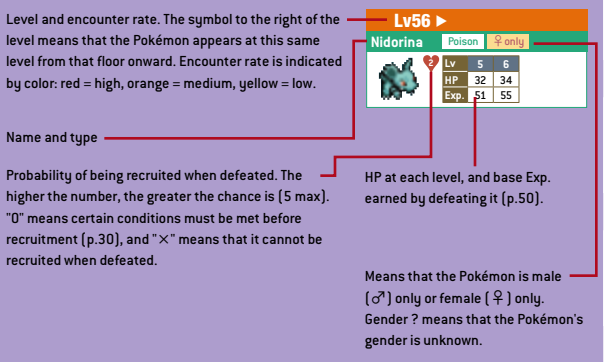




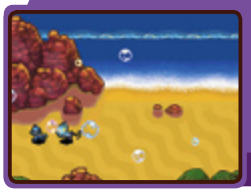
How to Read the Pokémon Dungeon Breakdown Chart

a. Shopkeeper's Level—Level of the Kecleon that tends the shop in the dungeon
b. Gender—Which gender the Pokémon appears in on that floor (for Pokémon with a known gender)
c. Monster House/shop—M indicates that a Monster House appears, S that a shop appears. If the icons are red, that indicates a high chance of appearing.
d. Light—Any limitation on how far away you can see items and enemy Pokémon on that floor (p.47). The icons are decoded below.
   - None—No limits on visual range
   - 2—When you're inside a room, the outside appears dark. When in a corridor, you're illuminated by a spotlight that covers 2 squares ahead of you, and everything else appears dark.
   - 1—Same as 2, except that the spotlight in corridors only covers 1 square ahead of you.
e. IQ—The IQ of the foe Pokémon that appear on that floor
f. Terrain—Terrain on the floor. Affects the results of Nature Power, Hidden Power, and Camouflage (p.696).
g. Weather—The weather on the floor (p.45). The default is Clear. "Random" means it could be any of the eight kinds of weather, chosen at random.
h. Treasure floor—Means the floor is a treasure floor (p.26)
i. Foe Pokémon data—Information on the enemy Pokémon that appear. See key at right.





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Dungeon 1

Beach Cave

Total 5F

Replayable: Y

Initial Goal Defeat Koffing and Zubat in the Beach Cave Pit (B5F) and retrieve the Relic Fragment

Recommended Level Lv?+

Special Rooms and Terrain	
Room	
Terrain	Water, Wonder Tile

Special Rules
- No Friend Rescues
- Cannot recruit foes

Pokémon Dungeon Breakdown — Beach Cave

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	PIT ♂
Light	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock

Lv1 ▶ Kabuto — Rock / Water



Lv	1
HP	20
Exp.	11

Lv6 Koffing (*1) — Poison



Lv	6
HP	?
Exp.	0

Lv2 ▶ Shellos (East Sea) — Water



Lv	2
HP	10
Exp.	16

Lv2 ▶ Corsola — Water / Rock



Lv	2
HP	12
Exp.	13

Lv3 Zubat (*1) — Poison / Flying



Lv	3
HP	?
Exp.	0

Lv1 ▶ Shellder — Water



Lv	1
HP	10
Exp.	9

*1—Does not reappear after you defeat it.

Obtainable Items

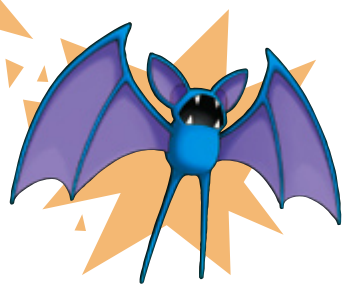
Sticky: None

Name	Floor	Shop
Seeds • Berries		
Blast Seed	B3—B4F	—
Oran Berry	B2F	—
Sleep Seed	B3—B4F	—
Poké		
Poké	B1F	—

Traps Set

Name	Floor
None	





Beach Cave

You don't have the Treasure Bag on your first trip through this dungeon, so you can only hold one item. Try to use any items you find since you can't take them far. You'll battle the two bosses in the Beach Cave Pit (B5F). A Sleep Seed or Blast Seed will make this battle easy; also target Zubat first because it has lower HP.



When you pick up an item, its effects and proper usage are shown on screen.

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Dungeon 2

Drenched Bluff

Total 6 F

Replayable: Y

Initial Goal: Clear B6F and retrieve Spoink's pearl

Recommended Level: Lv9+

Special Rooms and Terrain	
Room	
Terrain	Water, Wonder Tile

Special Rules: • No Friend Rescues

Pokémon Dungeon Breakdown — Drenched Bluff

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀
Light	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock

Lv3 ▶ Lv4 — Anorith (Rock / Bug)

	Lv	HP	Exp.
Lv3	3	14	18
Lv4	4	15	19

Lv4 ▶ Lv5 — Shellos (West Sea) (Water)

	Lv	HP	Exp.
Lv4	4	12	19
Lv5	5	13	21

Lv3 ▶ Lv4 — Lileep (Rock / Grass)

	Lv	HP	Exp.
Lv3	3	15	18
Lv4	4	16	19

Lv4 ▶ Lv5 — Chingling (Psychic)

	Lv	HP	Exp.
Lv4	4	24	22
Lv5	5	27	23

Obtainable Items

Sticky: None

Name	Floor	Shop
Throwing Items		
Geo Pebble	All Floors	—
Food		
Apple	All Floors	—
Big Apple	B3F(*2)	—
Gummis		
Blue Gummi	All Floors	—
Grass Gummi	All Floors	—
Pink Gummi	All Floors	—
Red Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	
Dough Seed	B6F	
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	B5—B6F	—
Pecha Berry	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Warp Seed	All Floors	
X-Eye Seed	B1—B4F	
Health Drinks		
Max Elixir	All Floors (*3)	—
Mix Elixir	B6F	—

Drenched Bluff

Chingling that appear on B3F-B6F are higher level with higher stats than the other enemy Pokémon. Its moves can also put you in Wrapped status, so be wary if it approaches you. There is a Big Apple on B3F and and a Max Elixir on B4F—don't leave either floor without them.



There's no boss, so just finish up by climbing the stairs on B6F.

Name	Floor	Shop
Poké		
Poké	All Floors	—

*2—Always found on the floor
*3—Always found on B4F

Traps Set

Name	Floor
None	



Dungeon 3

Mt. Bristle

Total 10 F

Replayable: Y

Initial Goal: Defeat Drowzee at the Peak (10F) and rescue Azurill

Recommended Level: Lv12+

Special Rooms and Terrain	
Room	
Terrain	Wonder Tile

Special Rules: • No Friend Rescues

Pokémon Dungeon Breakdown — Mt. Bristle

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂	6F ♀	7F ♂	8F ♀	9F ♂	PEAK ♂
Light	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv6 ▶ Lv7 — Geodude (Rock / Ground)

	Lv	HP	Exp.
Lv6	6	35	34
Lv7	7	37	36

Lv12 — Drowzee (*1) (Psychic)

Lv	HP	Exp.
12	?	0

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Pokémon Dungeon Breakdown

	1 F	2 F	3 F	4 F	5 F	6 F	7 F	8 F	9 F
Light	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv7 ▶ Lv8▶ — Spinarak — Bug / Poison



Lv	7	8
HP	30	32
Exp.	41	44

Lv7 ▶ Lv8▶ — Doduo — Normal / Flying



Lv	7	8
HP	30	32
Exp.	38	40

Lv8 ▶ Lv9▶ — Starly — Normal / Flying



Lv	8	9
HP	30	31
Exp.	45	48

Lv6 ▶ Lv7▶ — Machop — Fighting



Lv	6	7
HP	24	27
Exp.	30	32

Lv5 ▶ Lv6▶ — Nidorina — Poison / ♀ Only



Lv	5	6
HP	32	34
Exp.	51	55

Lv5 ▶ Lv6▶ — Nidorino — Poison / ♂ Only



Lv	5	6
HP	39	40
Exp.	51	55

Mt. Bristle

The foes in this dungeon are the strongest you've faced yet, so feel free to do some leveling up in other dungeons first to prepare your team. When you reach Drowzee, hit it hard with items and trouble statuses, then deal it some damage with your other moves.



Be careful—Sleep status won't affect Drowzee.

Obtainable Items

Sticky: None

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	(*3)	—
Big Apple	5F (*2)	—

Gummis

Name	Floor	Shop
Blue Gummi	All Floors	—
Grass Gummi	All Floors	—
Orange Gummi	All Floors	—
White Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	5—9F	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	1—4F	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	1—4F	—
Rollcall Orb	All Floors	—
Slumber Orb	1—4F	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	1—4F	—
Transfer Orb	1—4F	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

*1— Does not reappear after you defeat it
*2— Always found on the floor
*3— 1—4, 6—9F

Traps Set

Name	Floor
None	

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TEAM POKÉPALS Friendship Adventure Chronicles

You and your partner will have a lot of adventures—so many, in fact, it might be hard to keep it all straight. Here's a summary of chapters to jog your memory when you're feeling a little lost about the story.

Chapter 1 A Storm at Sea



Along the beach Krabby were blowing bubbles that danced along the shoreline, and as usual your partner was there, feeling sad and trying to recover from its lack of courage. Your partner always came to the beach for the mood-lifting view, but today there was something different to see—a Pokémon washed up on the beach! That Pokémon was you, with no memory—just your name and the feeling that you used to be human.

The two of you were harassed by Koffing and Zubat, who stole your partner's precious Relic Fragment and escaped. Your partner asked for your help, so the two of you followed them into the Beach Cave and soundly defeated them, getting the Relic Fragment back. Inspired by your courage and adventure, the two of you decided to form an exploration team—the Poképals!

Chapter 2 The New Guild Recruits



With newfound courage, the two of you headed into town to join the guild run by the famed explorer Wigglytuff. Your partner wanted to join them before but was always too scared. Your recent adventure finally gave your partner the push it needed to go in, and now you're both on your way to becoming full-fledged explorers!

You recieved a warm welcome from Chatot, who gave you your very first exploration job, a simple gig to locate a lost item. Your partner was disappointed, but every exploration team has to start somewhere!

*Watch out—this section contains spoilers!

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Chapter 3 The Scream



Once you gained a little experience, Chatot began to assign your team jobs arresting outlaws, which frightened your partner, but it was all part of your exploration team training, so you needed to prepare yourselves. Bidoof cheerfully led you into town, simply overjoyed to not be the Guild newbie anymore.

While looking at all the shops in town that cater to exploration teams you had a vision—a strange vision of Azurill in a dark place being threatened by Drowzee! You tried to warn the others, but they wouldn't believe you—Drowzee was just too nice, they said. They said that you must have been imagining it.



When you returned to the Guild, you saw a new poster on the Outlaw Notice Board—it was Drowzee, which means Azurill really was in trouble! Your team headed for Mt. Bristle and found Drowzee menacing Azurill, just like you saw in your vision. You then saved Azurill and taught Drowzee a lesson.

Thinking about it that night you realize you must have seen the future—but with no memory of the past, you still don't understand what's going on.

While you rested, a shadowy figure made its way through the storm outside to steal a precious cargo—a Time Gear! The Time Gears safeguard the flow of time, so no Pokémon would ever think of touching them, much less stealing them away from their proper place, but this Pokémon would—Grovyle.



Chapter 4 The Gatekeepers

Loudred asked you for a little help today guarding the front post—all you needed to do was look at the feet of entering Pokémon and figure out which ones they were. Hopefully you did a good job!

Continued on page 94

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Dungeon 4

Waterfall Cave

Total 8 F

Replayable: Y

Initial Goal	Clear B8F
Recommended Level	Lv13+

Special Rooms and Terrain		
Room	Shop (All floors)	
Terrain	Water	Wonder Tile

Special Rules: —

Pokémon Dungeon Breakdown

Waterfall Cave

Shopkeeper Level: Lv48 (B1—B5F), Lv49 (B6—B8F)

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀
Light	2		2		2		2		2		2		2		2	
IQ	★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5	
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock	

Surskit — Bug / Water

	Lv11	Lv12
HP	40	43
Exp.	64	67

Wooper — Water / Ground

	Lv10	Lv11
HP	35	37
Exp.	60	64

Psyduck — Water

	Lv9	Lv10
HP	26	28
Exp.	48	51

Barboach — Water / Ground

	Lv11	Lv12
HP	35	36
Exp.	64	67

Poliwag — Water

	Lv9	Lv10
HP	30	33
Exp.	43	45

Lotad — Water / Grass

	Lv10	Lv11
HP	40	41
Exp.	60	64

Grimer — Poison

	Lv9	Lv10
HP	30	34
Exp.	52	55

Tangela — Grass

	Lv10	Lv11
HP	24	25
Exp.	53	56

Whiscash — Water / Ground

	Lv11	Lv12
HP	30	31
Exp.	76	79

Waterfall Cave

There are waterways everywhere inside the cave—you might not be able to cross, but your foes certainly can! Watch the water with caution, but also be careful when you enter a shop—if you try to walk off with an item you can't afford, you're in for some serious trouble.



All foes except Grimer and Tangela can cross water.



At shops, you can buy food, Gummis, Wonder Orbs, and more.

Obtainable Items

Sticky: None

Name	Floor	Shop
Equipment		
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Throwing Items		
Geo Pebble	All Floors	—
Food		
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gummis		
Blue Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Grass Gummi	All Floors	All Floors
Gray Gummi	—	All Floors
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

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Obtainable Items

Sticky: None

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	—	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	All Floors	All Floors
Petrify Orb	—	All Floors
Radar Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	





Dungeon 5

Apple Woods

Total 12F

Replayable: Y

Initial Goal: Clear 12F and bring back a Perfect Apple

Recommended Level: Lv14+

Special Rooms and Terrain	
Room	Shop (All floors)
Terrain	Water, Wonder Tile

Special Rules: —

Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	All Floors	All Floors

Gummis

Name	Floor	Shop
Blue Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Grass Gummi	All Floors	All Floors
Gray Gummi	—	All Floors
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Radar Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1–5F) Lv50 (10–12F) Lv49 (6–9F)

	1 F ♂ S	2 F ♀ S	3 F ♂ S	4 F ♀ S	5 F ♂ S	6 F ♀ S	7 F ♂ S	8 F ♀ S	9 F ♂ S	10 F ♀ S	11 F ♂ S	12 F ♀ S
Light	None	None	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field

Lv10 ▶ — Caterpie — Bug

	Lv10
Lv	10
HP	27
Exp.	22

Lv12 ▶ Lv13 ▶ — Combee — Bug / Flying

	Lv12	Lv13
Lv	12	13
HP	37	39
Exp.	100	105

Lv11 ▶ — Budew — Grass / Poison

	Lv11
Lv	11
HP	35
Exp.	82

Lv12 ▶ Lv13 ▶ — Kakuna — Bug / Poison

	Lv12	Lv13
Lv	12	13
HP	36	37
Exp.	63	66

Lv11 ▶ — Hoppip — Grass / Flying

	Lv11
Lv	11
HP	30
Exp.	76

Lv12 ▶ Lv13 ▶ — Beedrill — Bug / Poison

	Lv12	Lv13
Lv	12	13
HP	31	32
Exp.	65	68

Lv11 ▶ — Burmy (Sandy Cloak) — Bug

	Lv11
Lv	11
HP	35
Exp.	92

Lv11 ▶ Lv12 — Oddish — Grass / Poison

	Lv11	Lv12
Lv	11	12
HP	37	39
Exp.	68	71

Lv12 ▶ Lv13 ▶ — Gloom — Grass / Poison

	Lv12	Lv13
Lv	12	13
HP	37	39
Exp.	79	83

Lv14 ▶ Lv15 ▶ — Butterfree — Bug / Flying

	Lv14	Lv15
Lv	14	15
HP	45	47
Exp.	43	45

Lv11 ▶ Lv12 ▶ Lv13 ▶ — Paras — Bug / Grass

	Lv11	Lv12	Lv13
Lv	11	12	13
HP	35	36	37
Exp.	80	84	88

Lv11 ▶ Lv12 ▶ — Weedle — Bug / Poison

	Lv11	Lv12
Lv	11	12
HP	35	36
Exp.	58	60

Lv11 ▶ Lv12 ▶ Lv13 ▶ — Exeggutor — Grass / Psychic

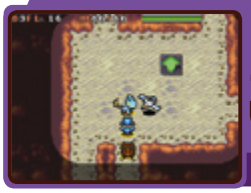
	Lv11	Lv12	Lv13
Lv	11	12	13
HP	35	37	39
Exp.	72	75	79

Apple Woods

Exeggutor and Beedrill both have moves that will hit you 2 to 5 times in a row. Though they have a low chance of hitting, the safest route when your HP is running low is to seal off these moves with items or your own moves.



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Dungeon 6

Side Path

Total 5 F

Replayable	Y (*1)

*1—Not replayable after completing Craggy Coast

Initial Goal	Clear B5F
Recommended Level	Lv15+

Special Rooms and Terrain	
Room	
Terrain	Wonder Tile

Special Rules
• No Friend Rescues • Cannot recruit foes

Pokémon Dungeon Breakdown

Side Path

	B 1 F ♂	B 2 F ♀	B 3 F ♂	B 4 F ♀	B 5 F ♂
Light	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock

Lv11 ▶ Wingull — Water / Flying

Lv	11
HP	30
Exp.	106

Lv11 ▶ Spheal — Ice / Water

Lv	11
HP	35
Exp.	92

Lv11 ▶ Gastrodon (East Sea) — Water / Ground

Lv	11
HP	40
Exp.	106

Companion Pokémon: Bidoof — Gender ♂ — • Level: 14 • Attack: 22 • Sp. Attack: 22 • HP: 56 • Defense: 22 • Sp. Defense: 20

Obtainable Items

Side Path

Sticky: None

Name	Floor	Shop
Throwing Items		
Geo Pebble	All Floors	—
Food		
Apple	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—

Name	Floor	Shop
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

Traps Set

Name	Floor
None	

Side Path

With only 5 floors here, there's really no need to worry about an empty Belly or running out of PP for your moves. Use this opportunity to build levels, and make sure to use moves to knock out your foes—that's your ticket to gaining Exp.



Dungeon 7

Craggy Coast

Total 9 F

Replayable	Y

Initial Goal	Clear B9F
Recommended Level	Lv15+

Special Rooms and Terrain			
Room	Shop (All floors)		
Terrain	Water	Wonder Tile	Secret Stairs

Special Rules
• Cannot recruit foes during the expedition

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1—B5F) Lv49 (B6—B9F)

Craggy Coast

	B 1 F ♂ S	B 2 F ♀ S	B 3 F ♂ S	B 4 F ♀ S	B 5 F ♂ S	B 6 F ♀ S	B 7 F ♂ S	B 8 F ♀ S	B 9 F ♂ S
Light	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv11 ▶ Spheal — Ice / Water

Lv	11
HP	35
Exp.	92

Lv12 ▶ Sealeo — Ice / Water

Lv	12
HP	37
Exp.	105

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1—B5F) / Lv49 (B6—B9F)

	B 1 F ♂ S	B 2 F ♀ S	B 3 F ♂ S	B 4 F ♀ S	B 5 F ♂ S	B 6 F ♀ S	B 7 F ♂ S	B 8 F ♀ S	B 9 F ♂ S
Light	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv11 ▶ Lv12 ▶

Wingull — Water / Flying

	Lv11	Lv12
Lv	11	12
HP	30	32
Exp.	106	111

Lv11 ▶ Lv12 ▶

Krabby — Water

	Lv11	Lv12
Lv	11	12
HP	35	36
Exp.	102	107

Lv11 ▶ Lv12 ▶

Gastrodon (East Sea) — Water / Ground

	Lv11	Lv12
Lv	11	12
HP	40	42
Exp.	106	111

Lv11 ▶ Lv12 ▶

Dratini — Dragon

	Lv11	Lv12
Lv	11	12
HP	35	37
Exp.	106	111

Companion Pokémon: **Bidoof** — Gender ♂

- Level: 14
- HP: 56
- Attack: 22
- Defense: 22
- Sp. Attack: 22
- Sp. Defense: 20

Craggy Coast

On this job it'll be you, your partner, and Bidoof—lose any one of the three and you fail the mission. So keep an eye on their HP, and when you battle Spheal or Sealeo, try not to let them use Powder Snow—it affects the entire room.



Compared to you and your partner, Bidoof has pretty low stats. You're safe as long as you don't let him battle enemies.

Obtainable Items

Sticky: None

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	—
Clear Gummi	—	All Floors
Grass Gummi	All Floors	All Floors
Gray Gummi	—	All Floors
Green Gummi	All Floors	—
Orange Gummi	All Floors	All Floors
Pink Gummi	—	All Floors
Red Gummi	—	All Floors
Sky Gummi	All Floors	—
White Gummi	All Floors	All Floors
Yellow Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Rollcall Orb	All Floors	All Floors
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	





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Dungeon 8

Rock Path

Total 5 F

Replayable: Y (*1)

*1—Not replayable after completing Mt. Horn

Initial Goal: Clear B5F

Recommended Level: Lv16+

Special Rooms and Terrain		
Room		
Terrain	Water	Wonder Tile

Special Rules
- No Friend Rescues
- Cannot recruit foes

Pokémon Dungeon Breakdown — Rock Path

	B 1 F ♂	B 2 F ♀	B 3 F ♂	B 4 F ♀	B 5 F ♂
Light	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock

Lv13 ▶ Bonsly — Rock

Lv	13
HP	35
Exp.	81

Lv13 ▶ Shroomish — Grass

Lv	13
HP	42
Exp.	125

Lv13 ▶ Natu — Psychic / Flying

Lv	13
HP	35
Exp.	30

Obtainable Items — Rock Path

Sticky: None

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	

Companion Pokémon: Bidoof — Gender ♂

- Level: 16
- HP: 65
- Attack: 24
- Defense: 22
- Sp. Attack: 22
- Sp. Defense: 20

Rock Path

The floors are few and the enemies are weak, so use this opportunity to stock up on food, seeds, berries, and Wonder Orbs, because you'll need them to take on Mt. Horn (p.86).



You'll find the same kinds of fallen items here as on the Side Path (p.83).



If you're already well-stocked on items, you can skip the Rock Path and go on ahead to Mt. Horn.

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Dungeon 9

Mt. Horn

Total 14 F

Replayable Y

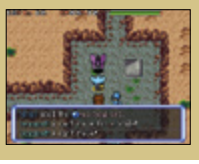
Initial Goal	Clear 14F
Recommended Level	Lv16+

Special Rooms and Terrain			
Room	Shop (All floors)		
Terrain	Water	Wonder Tile	Secret Stairs

Special Rules
- Cannot recruit foes

Mt. Horn

The Pokémon of Mt. Horn will give you plenty to worry about—Ariados can use items, Aerodactyl's Ability Pressure will drain your PP faster, and Venomoth's Silver Wind move is pretty powerful. You have 14 floors to travel, so just get to the staircases as quickly as possible before you end up in a situation you can't handle.



There are plenty of tough Pokémon from 8F onward. Don't be stingy with the items and moves—if you feel like you need them, use them.

Pokémon Dungeon Breakdown

Mt. Horn

Shopkeeper Level: Lv48 (1—5F) Lv50 (10—14F) Lv49 (6—9F)

	1 F ♂ S	2 F ♀ S	3 F ♂ S	4 F ♀ S	5 F ♂ S	6 F ♀ S	7 F ♂ S
Light	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Shroomish — Grass

Lv13 ▶ Lv14

Lv	13	14
HP	42	43
Exp.	125	131

Ariados — Bug / Poison

Lv13 ▶ Lv14 ▶

Lv	13	14
HP	27	29
Exp.	118	124

Parasect — Bug / Grass

Lv13 ▶ Lv14 ▶

Lv	13	14
HP	35	36
Exp.	107	112

Natu — Psychic / Flying

Lv13 ▶ Lv14 ▶

Lv	13	14
HP	35	36
Exp.	30	32

Beautifly — Bug / Flying

Lv13 ▶

Lv	13
HP	44
Exp.	114

Beautifly — Bug / Flying

Lv13 ▶

Lv	13
HP	44
Exp.	114

Beautifly — Bug / Flying

Lv14 ▶

Lv	14
HP	45
Exp.	119

Cascoon — Bug

Lv13 ▶

Lv	13
HP	38
Exp.	74

Cascoon — Bug

Lv14 ▶

Lv	14
HP	39
Exp.	78

Obtainable Items

Mt. Horn

Sticky None

Equipment

Name	Floor	Shop
Pecha Scarf	7—14F	—
Power Band	7—14F	—
Stamina Band	7—14F	—
Twist Band	7—14F	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Iron Thorn	All Floors	—

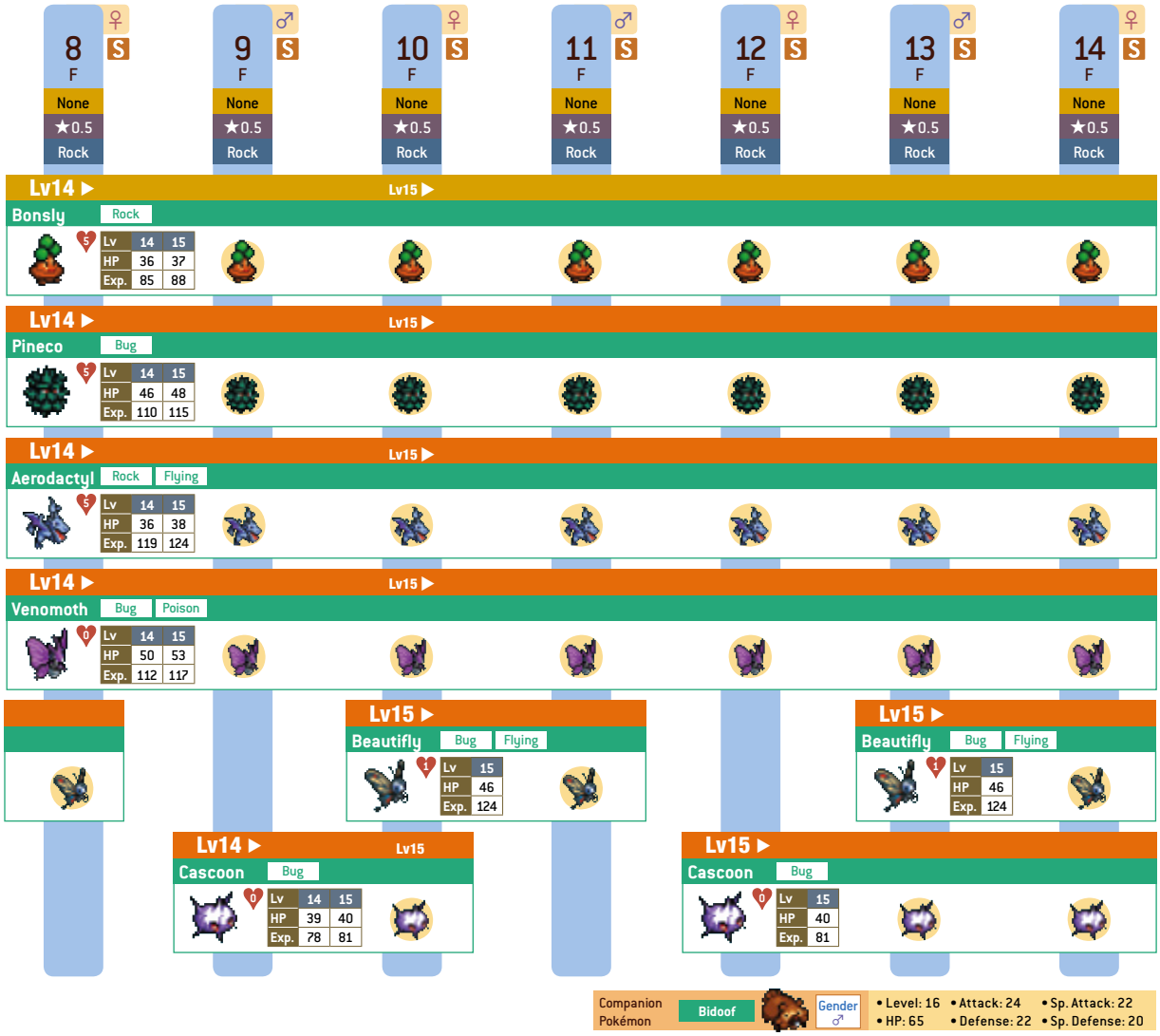
Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	—
Clear Gummi	All Floors	All Floors

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Obtainable Items

Sticky None

Name	Floor	Shop
Gold Gummi	All Floors	—
Grass Gummi	All Floors	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	All Floors	—
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	—
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Rollcall Orb	All Floors	All Floors
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

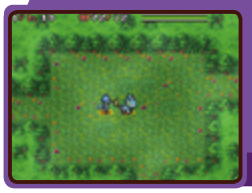
Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	

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Dungeon 10

Forest Path

Total 5F

Replayable: Y (*1)

*1—Not replayable after completing Foggy Forest

Initial Goal	Clear 5F
Recommended Level	Lv17+

Special Rooms and Terrain		
Room		
Terrain	Water	Wonder Tile

Special Rules
• No Friend Rescues • Cannot recruit foes

Pokémon Dungeon Breakdown — Forest Path

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂
Light	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Field	Field	Field	Field	Field

Lv14 ▶ Swinub — Ice / Ground



Lv	14
HP	41
Exp.	154

Lv14 ▶ Pinsir — Bug



Lv	14
HP	40
Exp.	154

Lv12 ▶ Kricketot — Bug



Lv	12
HP	29
Exp.	42

Lv14 ▶ Houndour — Dark / Fire



Lv	14
HP	43
Exp.	149

Lv14 ▶ Dunsparce — Normal



Lv	14
HP	36
Exp.	142

Lv15 ▶ Linoone — Normal



Lv	15
HP	29
Exp.	187

Obtainable Items — Forest Path

Sticky: None

Name	Floor	Shop
Food		
Apple	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—

Name	Floor	Shop
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

Traps Set

Name	Floor
None	

Forest Path

This is a great place to level your hero and partner because all of the foe Pokémon will earn you lots of Exp.—well, except for Kricketot, that is. You might want to go through this place several times before taking on Foggy Forest.

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Dungeon 11

Foggy Forest

Total 11F

Replayable: Y

Initial Goal	Clear 11F
Recommended Level	Lv17+

Special Rooms and Terrain	
Room	
Terrain	Water, Wonder Tile

Special Rules
- Cannot recruit foes during the expedition

Pokémon Dungeon Breakdown

	1F	2F	3F	4F	5F	6F	7F	8F	9F	10F	11F
Light	None	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field
	Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog	Fog

Cherubi — Grass

Lv14 ▶

Lv	14
HP	40
Exp.	170

Stantler — Normal

Lv14 ▶ Lv15 ▶

Lv	14	15
HP	32	32
Exp.	144	151

Hoothoot — Normal / Flying

Lv13 ▶

Lv	13
HP	35
Exp.	129

Noctowl — Normal / Flying

Lv14 ▶ Lv15 ▶

Lv	14	15
HP	50	51
Exp.	144	151

Smeargle — Normal

Lv14 ▶

Lv	14
HP	31
Exp.	144

Pinsir — Bug

Lv15 ▶ Lv16 ▶

Lv	15	16
HP	43	46
Exp.	160	167

Dunsparce — Normal

Lv14 ▶

Lv	14
HP	36
Exp.	142

Breloom — Grass / Fighting

Lv15 ▶ Lv16 ▶

Lv	15	16
HP	49	50
Exp.	160	167

Zigzagoon — Normal

Lv14 ▶ Lv15 ▶ Lv16 ▶

Lv	14	15	16
HP	31	31	32
Exp.	131	136	142

Pachirisu — Electric

Lv14 ▶ Lv15 ▶ Lv16 ▶

Lv	14	15	16
HP	38	40	42
Exp.	149	156	162

Skiploom — Grass / Flying

Lv13 ▶ Lv14 ▶ Lv15 ▶

Lv	13	14	15
HP	41	42	43
Exp.	118	124	129

Buneary — Normal

Lv15 ▶ Lv16 ▶

Lv	15	16
HP	42	44
Exp.	156	162

Foggy Forest

Don't bother with any Electric-type moves in this fog—they'll only do half-damage. Even worse is what the Stantler and Noctowl on floors 6-11 will put you through—their Hypnosis move will put you to sleep, and you'll be the one taking damage with no way to fight back. Finish them off as soon as possible.



Noctowl also uses Sky Attack. If it goes into Sky Attack status, make sure you're not standing right in front of it next turn.

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Obtainable Items

Foggy Forest

Sticky None

Equipment

Name	Floor	Shop
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

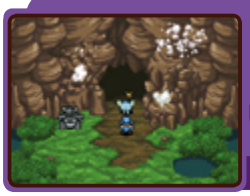
Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Radar Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	



Dungeon 12-1

Steam Cave

Total 8F

Replayable | Only post-ending (*1)

*1—Replayable before completing Upper Steam Cave

Initial Goal	Clear 8F
Recommended Level	Lv18+

Special Rooms and Terrain		
Room		
Terrain	Water	Wonder Tile

Special Rules
- Cannot recruit foe Pokémon pre-ending

Pokémon Dungeon Breakdown

Steam Cave

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂	6F ♀	7F ♂	8F ♀
Light	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv16 ▶ Lv17 ▶ — Farfetch'd — Normal / Flying

	Lv	HP	Exp.
4	16	53	145
	17	56	150

Lv16 ▶ Lv17 ▶ — Kricketune — Bug

	Lv	HP	Exp.
3	16	35	177
	17	36	184

Lv13 ▶ Lv14 ▶ — Numel — Fire / Ground

	Lv	HP	Exp.
4	13	54	167
	14	56	174

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Pokémon Dungeon Breakdown

	1 ♂	2 ♀	3 ♂	4 ♀	5 ♂	6 ♀	7 ♂	8 ♀
	F	F	F	F	F	F	F	F
Light	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv15 ▶ Lv16 ▶

Magby — Fire



Lv	15	16
HP	55	56
Exp.	182	190

Lv16 ▶ Lv17 ▶

Snubbull — Normal



Lv	16	17
HP	50	51
Exp.	195	202

Lv15 ▶ Lv16 ▶

Slugma — Fire



Lv	15	16
HP	51	53
Exp.	132	137

Lv15 ▶ Lv16 ▶

Yanma — Bug / Flying



Lv	15	16
HP	52	53
Exp.	177	185

Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	

Steam Cave

Watch out for Burn status—a lot of the Pokémon here either have Ember or the Ability Flame Body. Burn doesn't wear off on its own, so make sure to carry a good supply of Rawst Berries to heal up.



Water-type Pokémon don't need a Rawst Berry—just step into some water and the Burn status will heal.

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Dungeon 12-2

Total 8F

Replayable | Only post-ending

Upper Steam Cave

Initial Goal Defeat Groudon at the Peak (8F)

Recommended Level Lv19+

Special Rooms and Terrain		
Room		
Terrain	Water	Wonder Tile

Special Rules
- No Friend Rescues
- Cannot recruit foes pre-ending

Pokémon Dungeon Breakdown

Upper Steam Cave

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂	6F ♀	7F ♂	PEAK ♀
Light	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock (*1)

Lv17 ▶ Farfetch'd — Normal / Flying

Lv	17
HP	56
Exp.	150

Lv16 ▶ Yanma — Bug / Flying

Lv	16
HP	53
Exp.	185

Lv17 ▶ Lv18 ▶ Kricketune — Bug

	Lv17	Lv18
Lv	17	18
HP	36	37
Exp.	184	191

Lv17 ▶ Lv18 ▶ Lv19 Illumise — Bug / ♀ only

	Lv17	Lv18	Lv19
Lv	17	18	19
HP	68	70	72
Exp.	221	229	238

Lv17 ▶ Lv18 ▶ Lv19 Granbull — Normal

	Lv17	Lv18	Lv19
Lv	17	18	19
HP	51	52	53
Exp.	223	232	240

Lv17 ▶ Lv18 ▶ Lv19 Shuckle — Bug / Rock

	Lv17	Lv18	Lv19
Lv	17	18	19
HP	30	33	36
Exp.	195	202	210

Lv16 ▶ Lv17 ▶ Lv18 Volbeat — Bug / ♂ only

	Lv16	Lv17	Lv18
Lv	16	17	18
HP	56	58	60
Exp.	200	208	216

Lv18 ▶ Lv19 Magmar — Fire

	Lv18	Lv19
Lv	18	19
HP	66	67
Exp.	229	238

Lv30 ▶ Groudon (*2) — Ground / Gender ?

Lv	30
HP	?
Exp.	0

Lv42 ▶ Uxie(*3) — Psychic / Gender ?

Lv	42
HP	?
Exp.	0

*1— Pre-ending only, Groudon's Drought Ability makes the weather Sunny
*2— Does not reappear after you defeat it
*3— Appears post-ending. Automatically recruited after being defeated. Does not reappear after you recruit it.

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Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
None	

Upper Steam Cave

If you stand too close when you attack Groudon it will return 25% of that damage to you, so perhaps it's best to lay off the hard-hitting moves and work on whittling down its HP a little bit at a time, which makes healing the damage to your team more manageable. Try throwing Sleep Seeds and using special moves, too—these won't be thrown back at you.

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Continued from page 78

TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 5 The First Official Exploration

Something was said to be hidden in Waterfall Cave, and your exploration team was sent out to investigate. Your partner was certainly thrilled at the possibility of taking on a real exploration. But your combined joy was quickly dampened when you reached the cave, though—a raging waterfall pushed the pair of you back.

While pondering this obstacle, you had a vision of someone leaping through the waterfall. Your partner believed in the truth of your vision and decided it was worth giving a try. Despite the risk of there being no entrance and being battered down by the waterfall instead, the two of you made a leap of faith for the sake of your mission!

Once the two of you landed safely on the other side of the waterfall, you discovered that you were not the first explorers in Waterfall Cave. But your bravery did not go unnoticed—after receiving your report, Wigglytuff promised to nominate you to be included in the next big guild expedition.



Chapter 6 Team Skull



Things were getting a bit nerve-wracking with the big guild exploration coming up—who would have to stay behind, and who would get to go along? Things really got tense when Koffing and Zubat showed up, now led by Skuntank and calling themselves Team Skull. They wanted to get in on the big expedition action, and managed to weasel their way into Wigglytuff's good graces.

In the middle of the night, Team Skull made a raid on the kitchen, which resulted in your team being sent out to procure more Perfect Apples. You managed to locate one in Apple Woods, only to have Team Skull snatch it out from under you. Your mission ended in failure, and your spot in the expedition was in serious danger.

The big morning arrived and Wigglytuff proudly announced who would get to go on the big expedition—everyone in the guild! Wigglytuff explained it would be more fun that way, and everyone was thrilled by the decision—everyone except for Team Skull, that is...

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Chapter 7 The guild's Big Expedition

The big expedition was headed for Fogbound Lake, where a beautiful treasure was said to be hidden. The expedition members were split into groups and told to meet up at a base camp in the highlands—you and your partner were teamed up with Bidoof and together, the three of you took on Craggy Coast and the forbidding Mt. Horn.

Chapter 8 Groudon's Heart

Upon finally arriving at base camp, you felt a strange sense of déja vu. There was no reason why you would have been there before, but it felt definitely familiar. You wondered if you had some connection to it before you lost your memory. That feeling only intensified when you heard that Uxie, the Pokémon that lived in the Fogbound Lake, had the power to erase memories. Maybe you had discovered the lake, and Uxie had taken your memory because of it.

Your friends split up to explore the Foggy Forest. Visibility was poor. You found a statue of Groudon, and upon touching it, had another dizzy spell. This time you heard a voice, telling you to insert the Drought Stone into Groudon. You took the warm stone your partner had found back at base camp and slotted it into an indentation on the statue. Suddenly, with a rumble, the Groudon statue's eyes began to shine. . .

Like a dream, the fog cleared, revealing what had been hidden there. A huge plateau, rising out of the swamp, water cascading down . . .





Chapter 9 The Mystery of the Fogbound Lake

You headed to the Upper Steam Cave, where you were confronted by a fierce Groudon with no fondness for intruders. Your partner showed courage and your team banded together to defeat Groudon, only to discover the truth—Groudon was merely an illusion created by Uxie to scare off strangers who might threaten the Time Gear hidden in Fogbound Lake.

Uxie soon realized you meant no harm, and you and the other members of the guild were shown around the lake and treated to a dreamy landscape of water and light. Though you learned nothing about your lost memory as you had hoped, the new memories you gained that night were more precious than any treasure.

Continued on page 114

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Dungeon 13

Serenity River

Total 8 F

Replayable: Y

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Reach B8F
Recommended Level	Lv20+

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	
Terrain	Water	Wonder Tile	Traps

Special Rules
- Last floor is always a treasure floor (p.26)

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F) / Lv49 (6—7F)

Serenity River

	B1F ♂ MS	B2F ♀ MS	B3F ♂ MS	B4F ♀ MS	B5F ♂ MS	B6F ♀ MS	B7F ♂ MS	B8F ♂ MS
Light	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	—
Terrain	Water	Water	Water	Water	Water	Water	Water	Water
			Rain	Cloudy	Cloudy	Fog	Fog	

Treasure Floor

Lv10 ▶ Lv11 ▶ Wooper — Water / Ground

	Lv	HP	Exp.
Lv10	10	35	60
Lv11	11	37	64

Lv11 ▶ Lv12 ▶ Barboach — Water / Ground

	Lv	HP	Exp.
Lv11	11	35	64
Lv12	12	36	67

Lv9 ▶ Lv10 ▶ Poliwag — Water

	Lv	HP	Exp.
Lv9	9	30	43
Lv10	10	33	45

Lv10 ▶ Lv11 ▶ Lotad — Water / Grass

	Lv	HP	Exp.
Lv10	10	40	60
Lv11	11	41	64

Lv12 ▶ Masquerain — Bug / Flying

Lv	HP	Exp.
12	41	138

Obtainable Items

Serenity River

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Blue Gummi	—	All Floors
Clear Gummi	—	All Floors
Grass Gummi	—	All Floors
Gray Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	—	All Floors
Red Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—

Name	Floor	Shop
Hurl Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

*See next page for the contents of Deluxe Boxes on treasure floors

Traps Set

Sticky / None

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Serenity River

Water, water, everywhere, but not just in the waterways—there's water on the regular ground too. You might not be able to use Dig, but you can sure use Dive. The foe Pokémon here aren't as high-level as before, but watch out for Wooper, Barboach, and Poliwag—they can inflict trouble statuses.

TREASURE EXTRA!

Pre-ending Treasure Floors 1

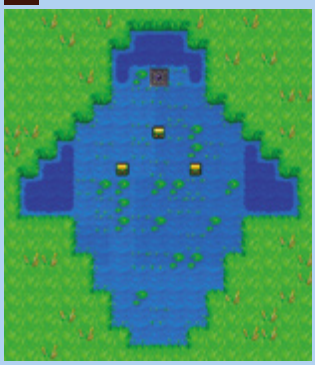
Pre-ending, there are up to 5 treasure floors you can visit—the final floors of Serenity River, Landslide Cave (p.97), Lush Prairie (p.99), Tiny Meadow (p.100), and Oran Forest (p.101). Unlike post-ending treasure floors, the contents of the Deluxe Boxes are drawn from a common set of items, listed below.

Contents of the Deluxe Boxes you found in the above treasure rooms

Blue Gummi, Red Gummi, Yellow Gummi, Grass Gummi, Heal Seed, or Reviver Seed

*There are three Deluxe Boxes at Serenity River, four at Landslide Cave, and two each at Lush Prairie, Tiny Meadow, and Oran Forest.

13 Serenity River treasure floor (B8F)





Dungeon 14

Landslide Cave

Total 13 F

Replayable: Y

How to Unlock	Trade items 3 times at the Recycle Shop
Initial Goal	Reach B13F
Recommended Level	Lv20+

Special Rooms and Terrain		
Room	Monster House (All floors)	Shop (All floors)
Terrain	Wonder Tile	Traps

Special Rules
- Last floor is always a treasure floor (p.26)

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F) Lv49 (6—9F) Lv50 (10—12F)

Landslide Cave

	B1F ♂MS	B2F ♀MS	B3F ♂MS	B4F ♀MS	B5F ♂MS	B6F ♀MS	B7F ♂MS	B8F ♀MS	B9F ♂MS	B10F ♀MS	B11F ♂MS	B12F ♀MS	B13F ♂MS (Treasure Floor)
Light	2	2	2	2	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	—
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Granbull — Normal

Lv16 ▶ Lv17 ▶ Lv18 ▶

Lv	16	17	18
HP	50	51	52
Exp.	215	223	232

Shuckle — Bug / Rock

Lv16 ▶ Lv17 ▶ Lv18 ▶

Lv	16	17	18
HP	27	30	33
Exp.	187	195	202

Ampharos — Electric

Lv17 ▶ Lv18 ▶ Lv19 ▶

Lv	17	18	19
HP	48	50	51
Exp.	215	224	232

Dustox — Bug / Poison

Lv13 ▶ Lv14 ▶ Lv15 ▶

Lv	13	14	15
HP	33	34	35
Exp.	112	117	122

Gible — Dragon / Ground

Lv11 ▶ Lv12 ▶ Lv13 ▶ Lv14 ▶

Lv	11	12	13	14
HP	64	66	68	70
Exp.	200	210	220	230

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F) Lv49 (6—9F) Lv50 (10—12F)

Landslide Cave (continued)

	B1F ♂MS	B2F ♀MS	B3F ♂MS	B4F ♀MS	B5F ♂MS	B6F ♀MS	B7F ♂MS	B8F ♀MS	B9F ♂MS	B10F ♀MS	B11F ♂MS	B12F ♀MS	B13F
Light	2	2	2	2	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	—
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Treasure Floor

Lv26 ▶ Lv27 ▶ Lv28 ▶

Wormadam (Trash Cloak) — Bug / Steel / ♀only

Lv	26	27	28
HP	55	56	58
Exp.	350	360	370

Lv13 ▶ Lv14 ▶ Lv15 ▶

Venomoth — Bug / Poison

Lv	13	14	15
HP	47	50	53
Exp.	107	112	117

Obtainable Items

Landslide Cave

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Blue Gummi	—	All Floors
Clear Gummi	—	All Floors
Grass Gummi	—	All Floors
Gray Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	—	All Floors
Red Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Hurl Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

*See page 97 for the contents of Deluxe Boxes found on treasure floors

Traps Set

Sticky / None

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Landslide Cave

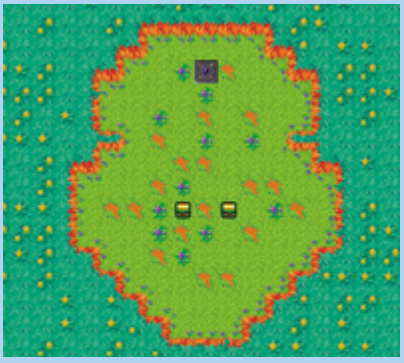
Out of all the dungeons with treasure floors that you can visit pre-ending, Landslide Cave has the most floors and the most powerful enemies. Watch out for Venomoth's Silver Wind move and the high-level Wormadam. In addition to a good supply of food, you'll also need to bring some Oran Berries and Reviver Seeds.

TREASURE EXTRA! Pre-ending Treasure Floors 2

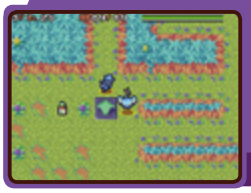
14 Landslide Cave's treasure floor (B13F)



15 Lush Prairie's treasure floor (6F)



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Dungeon 15

Lush Prairie

Total 6 F

Replayable: Y

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Reach 6F
Recommended Level	Lv20+

Special Rooms and Terrain

Room	Shop (All floors)	
Terrain	Wonder Tile	Traps

Special Rules

- Last floor is always a treasure floor (p.26)

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F)

Lush Prairie

	1 F ♂ S	2 F ♀ S	3 F ♂ S	4 F ♀ S	5 F ♂ S	6 F ♂ S
Light	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	—
Terrain	Field	Field	Field	Field	Field	Field
			Cloudy			Treasure Floor

Lv13 ▶ Beautifly — Bug / Flying

Lv	HP	Exp.
13	44	114

Lv13 ▶ Silcoon — Bug

Lv	HP	Exp.
13	40	96

Lv17 ▶ Exeggcute — Grass / Psychic

Lv	HP	Exp.
17	31	80

Lv13 ▶ Skiploom — Grass / Flying

Lv	HP	Exp.
13	41	118

Lv13 ▶ Cascoon — Bug

Lv	HP	Exp.
13	38	74

Lv16 ▶ Burmy (Plant Cloak) — Bug

Lv	HP	Exp.
16	35	92

Lv15 ▶ Yanma — Bug / Flying

Lv	HP	Exp.
15	52	177

Lush Prairie

There are just 6 floors, all populated with relatively weak Pokémon. Your only challenge might be Yanma, which can attack from a distance using Quick Attack and SonicBoom. Silcoon and Cascoon don't even move, so there's no need to defeat them at all—you can just walk away.

Obtainable Items

Sticky: None

Name	Floor	Shop
Throwing Items		
Iron Thorn	All Floors	—
Food		
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gummis		
Blue Gummi	—	All Floors
Clear Gummi	—	All Floors
Grass Gummi	—	All Floors
Gray Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	—	All Floors
Red Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	—	All Floors
Seeds • Berries		
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	—	All Floors
Health Drinks		
Max Elixir	All Floors	All Floors
Wonder Orbs		
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Hurl Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors
Poké		
Poké	All Floors	—

*See page 97 for the contents of Deluxe Boxes found on treasure floors

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Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

TREASURE EXTRA! Pre-ending Treasure Floors 3

16 Tiny Meadow's treasure floor (5F)



17 Oran Forest's treasure floor (5F)





Dungeon 16

Tiny Meadow

Total 5 F

Replayable: Y

How to Unlock	Trade items 25 times at the Recycle Shop
Initial Goal	Reach 5F
Recommended Level	Lv20+

Special Rooms and Terrain

Room	Shop (All floors)		
Terrain	Water	Wonder Tile	Traps

Special Rules
- Last floor is always a treasure floor (p.26)

Pokémon Dungeon Breakdown — Tiny Meadow

Shopkeeper Level: Lv48 (1—5F)

	1F	2F	3F	4F	5F
	♂ S	♀ S	♂ S	♀ S	Treasure Floor
Light	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	—
Terrain	Field	Field	Field	Field	Field
			Fog		

Lv14 ▶ Breloom — Grass / Fighting

Lv	14
HP	48
Exp.	154

Lv13 ▶ Skiploom — Grass / Flying

Lv	13
HP	41
Exp.	118

Lv20 ▶ Staravia — Normal / Flying

Lv	20
HP	39
Exp.	223

Tiny Meadow

Sometimes the floors have waterways, so it's a good idea to always bring along a Pokémon that can cross water.

Obtainable Items — Tiny Meadow

Sticky: None

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	4F	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Blue Gummi	—	All Floors
Clear Gummi	—	All Floors
Grass Gummi	—	All Floors
Gray Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	—	All Floors
Red Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviver Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Hurl Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

*See p.97 for the contents of Deluxe Boxes found on treasure floors

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 17

Oran Forest

Total 5 F

Replayable: Y

How to Unlock	Trade items 60 times at the Recycle Shop
Initial Goal	Reach 5F
Recommended Level	Lv20+

Special Rooms and Terrain	
Room	
Terrain	Wonder Tile

Special Rules
- Last floor is always a treasure floor (p.26)

Pokémon Dungeon Breakdown — Oran Forest

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♀
Light	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	—
Terrain	Field	Field	Field	Field	Field
		Fog	Fog		Treasure Floor

Lv10 ▶ Caterpie — Bug

Lv	HP	Exp.
10	27	22

Lv12 ▶ Wurmple — Bug

Lv	HP	Exp.
12	19	29

Lv11 ▶ Budew — Grass / Poison

Lv	HP	Exp.
11	35	82

Lv11 ▶ Oddish — Grass / Poison

Lv	HP	Exp.
11	37	68

Lv11 ▶ Hoppip — Grass / Flying

Lv	HP	Exp.
11	30	76

Lv11 ▶ Burmy (Trash Cloak) — Bug

Lv	HP	Exp.
11	35	92

Lv8 ▶ Starly — Normal / Flying

Lv	HP	Exp.
8	30	45

Obtainable Items — Oran Forest

Sticky: None

Name	Floor	Shop
Food		
Apple	All Floors	—
Seeds • Berries		
Oran Berry	All Floors	—

Name	Floor	Shop
Health Drinks		
Max Elixir	All Floors	—

*See page 97 for the contents of Deluxe Boxes found on treasure floors

Traps Set

Name	Floor
None	

Oran Forest

This dungeon shouldn't be a problem—all of the foe Pokémon are around level 10. But pack a few Pecha Berries just in case—Wurmple and Oddish can inflict Poisoned status.



Another feature of this dungeon is the lack of item variety.

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Dungeon 18-1

Amp Plains

Total 10 F

Replayable: Y

Initial Goal	Clear 10F
Recommended Level	Lv23+

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	
Terrain	Wonder Tiles	Traps	Secret Stairs

Special Rules: —

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F) Lv50 (10F) / Lv49 (6—9F)

	1 F ♂	1 F ♀	2 F ♂	2 F ♀	3 F ♂	3 F ♀	4 F ♂	4 F ♀	5 F ♂	5 F ♀	6 F ♂	6 F ♀	7 F ♂	7 F ♀	8 F ♂	8 F ♀	9 F ♂	9 F ♀	10 F ♂	10 F ♀
Light	None		None		None		None		None		None		None		None		None		None	
IQ	★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5	
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock	

Lv19 ▶ Plusle — Electric

	Lv	HP	Exp.
	19	60	232

Lv19 ▶ Minun — Electric

	Lv	HP	Exp.
	19	48	232

Lv17 ▶ Lv18 ▶ Mareep — Electric

	Lv	HP	Exp.
	17	56	197
	18	58	205

Lv14 ▶ Lv15 ▶ Elekid — Electric

	Lv	HP	Exp.
	14	51	209
	15	53	218

Lv17 ▶ Lv18 ▶ Phanpy (*1) — Ground

	Lv	HP	Exp.
	17	70	23
	18	73	24

Lv16 ▶ Lv17 ▶ Lv18 ▶ Shinx (*1) — Electric

	Lv	HP	Exp.
	16	66	25
	17	69	26
	18	72	27

Lv17 ▶ Lv18 ▶ Lv19 Girafarig — Normal / Psychic

	Lv	HP	Exp.
	17	55	234
	18	56	243
	19	57	252

Lv49 Zapdos (*2) — Electric / Flying

Lv	HP	Exp.
49	143	1073

Lv36 Pikachu (*1) — Electric

	Lv	HP	Exp.
	36	109	31
	37	110	32

Lv12 Pichu (*1) — Electric

	Lv	HP	Exp.
	12	53	23
	13	56	24

Lv18 ▶ Lv19 Flaaffy — Electric

	Lv	HP	Exp.
	18	52	218
	19	53	226

Lv21 Electabuzz — Electric

Lv	HP	Exp.
21	48	267

Lv19 Yanmega — Bug / Flying

	Lv	HP	Exp.
	19	58	235
	20	60	243

*1— Appears post-graduation
*2— Only appears when certain conditions are met (p.31)

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Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Gold Ribbon	—	All Floors
Insomniscope	All Floors	All Floors
Pecha Scarf	All Floors	All Floors
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Gold Gummi	All Floors	—
Grass Gummi	All Floors	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	All Floors	—
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	All Floors
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	All Floors
Hunger Seed	—	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Pure Seed	All Floors	—
Rawst Berry	—	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	All Floors	All Floors
Lob Orb	—	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Rollcall Orb	All Floors	All Floors
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Box

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Amp Plains

Amp Plains is big on the Electric-type Pokémon, so be sure to bring along some Ground-type Pokémon, which are good against Electric-types in both offense and defense. The Manectric in Amp Clearing is a pretty tough customer, so make sure you have some Oran Berries and Reviver Seeds on hand too.



Dungeon 18-2

Far Amp Plains

Total 10 F

Replayable Y

Initial Goal Defeat Manectric's group at Amp Clearing (10F) and obtain the Water Float

Recommended Level Lv24+

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	
Terrain	Wonder Tiles	Traps	Secret Stairs

Special Rules • No Friend Rescues

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (1—4F), Lv51 (5—9F)

	1 F	2 F	3 F	4 F	5 F	6 F	7 F	8 F	9 F	CLEARING
Light	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv18 ▶ **Lv22** ▶ **Lv23**

Shinx (*1) — Electric

Lv	18
HP	72
Exp.	27

Dodrio — Normal / Flying

Lv	22	23
HP	57	60
Exp.	275	284

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (1—4F) / Lv51 (5—9F)

	1 F	2 F	3 F	4 F	5 F	6 F	7 F	8 F	9 F	CLEARING
	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♂
Light	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv19 ▶ Girafarig — Normal / Psychic

Lv	19
HP	57
Exp.	252

Lv20 ▶ Lv21 ▶ Electrike (*2) — Electric

Lv	20	21	18
HP	61	64	?
Exp.	249	258	0

Lv18

Lv37 ▶ Pikachu (*1) — Electric

Lv	37
HP	110
Exp.	32

Lv43 ▶ Luxray (*1) — Electric

Lv	43
HP	120
Exp.	525

Lv33 Manectric (*3) — Electric

Lv	33
HP	?
Exp.	0

Lv13 ▶ Pichu (*1) — Electric

Lv	13
HP	56
Exp.	24

Lv13 ▶ Luxio (*1) — Electric

Lv	13
HP	57
Exp.	88

Lv20 ▶ Yanmega — Bug / Flying

Lv	20
HP	60
Exp.	243

Lv19 ▶ Lv20 Flaaffy — Electric

Lv	19	20
HP	53	54
Exp.	226	234

Lv20 ▶ Ampharos — Electric

Lv	20
HP	52
Exp.	240

Lv21 ▶ Lv22 Electabuzz — Electric

Lv	21	22
HP	48	50
Exp.	267	275

Lv19 ▶ Lv20 Tauros — Normal ♂ only

Lv	19	20
HP	62	65
Exp.	257	266

*1— Appears post-graduation
*2— Once you defeat the Electrike at Amp Clearing (10F), it won't reappear, and you cannot recruit it
*3— Does not reappear after you defeat it

Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Gold Ribbon	—	All Floors
Insomniscope	All Floors	All Floors
Pecha Scarf	All Floors	All Floors
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Gold Gummi	All Floors	—
Grass Gummi	All Floors	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	All Floors	—
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	All Floors
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	All Floors
Hunger Seed	—	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Pure Seed	All Floors	—
Rawst Berry	—	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—

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Obtainable Items — Far Amp Plains (continued)

Sticky: None

Name	Floor	Shop
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	All Floors	All Floors
Lob Orb	—	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Rollcall Orb	All Floors	All Floors
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Box

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Far Amp Plains

Do your best to recruit an Electrike while you make your way through this dungeon—it will neutralize your foes' Electric-type moves. When you reach Amp Clearing (10F), you'll be surrounded by enemies, so whip out the attacks that can hit them all, and failing that, target one Electrike at a time to thin their numbers.



Dungeon 19

Northern Desert

Total 15F

Replayable: Y

Initial Goal	Clear 15F
Recommended Level	Lv25+

Special Rooms and Terrain		
Room		
Terrain	Wonder Tile	Traps

Special Rules: —

Obtainable Items — Northern Desert

Sticky: None

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Grimy Food	All Floors	—

Gummis

Name	Floor	Shop
Yellow Gummi	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Pokémon Dungeon Breakdown

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	8 F ♀
Light	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand
						Sandstorm		

Lv20 ▶ Lv21 ▶ — Cubone — Ground

	1 F	2 F
Lv	20	21
HP	64	66
Exp.	162	168

Lv23 ▶ — Rhyhorn — Ground / Rock

	1 F	2 F	3 F
Lv	23	24	25
HP	56	59	62
Exp.	320	330	340

Lv23 ▶ Lv24 ▶ — Baltoy — Ground / Psychic / Gender ?

	1 F	2 F
Lv	23	24
HP	67	69
Exp.	240	247

Lv22 ▶ Lv23 ▶ — Aron — Steel / Rock

	1 F	2 F
Lv	22	23
HP	74	76
Exp.	151	156

Lv22 ▶ Lv23 ▶ — Cacnea — Grass

	1 F	2 F
Lv	22	23
HP	65	68
Exp.	232	240

Lv22 ▶ Lv23 ▶ — Larvitar — Rock / Ground

	1 F	2 F
Lv	22	23
HP	60	62
Exp.	158	163

Lv20 ▶ Lv21 ▶ — Sandshrew — Ground

	1 F	2 F	3 F	4 F
Lv	20	21	22	23
HP	70	73	76	79
Exp.	217	225	232	240

Lv22 ▶ Lv23 ▶ — Trapinch — Ground

	1 F	2 F	3 F	4 F
Lv	22	23	24	25
HP	67	68	69	70
Exp.	238	246	254	261

Lv24 ▶ — Carnivine — Grass

	1 F	2 F	3 F
Lv	24	25	26
HP	63	66	69
Exp.	267	275	283

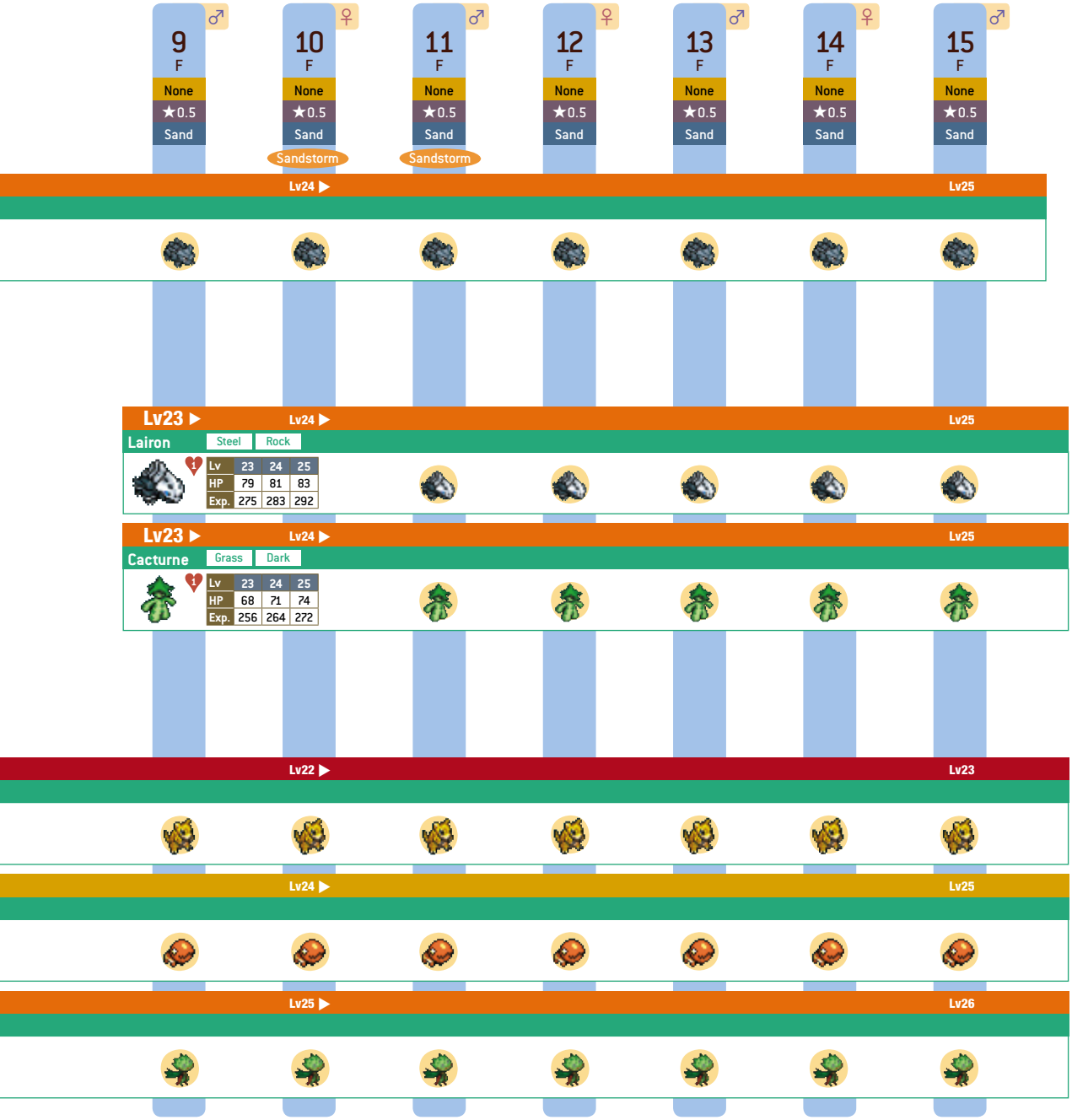
Northern Desert

This dungeon is a bit of a grueling crawl at 15 floors with only Grimy Food to eat, so be sure to bring a bunch of Apples and Max Elixirs with you to keep your strength up. Don't worry about exploring every corner of the dungeon for items—it's mostly money anyway.



There's Sandstorm weather on floors 6, 10, and 11.

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Dungeon 20-1

Quicksand Cave

Total 10F

Replayable | Post-ending only (*1)

*1—Can be replayed before completing Quicksand Pit

Initial Goal	Clear B10F
Recommended Level	Lv26+

Special Rooms and Terrain	
Room	Monster House (B8—B10F)
Terrain	Wonder Tiles, Traps

Special Rules
—

Pokémon Dungeon Breakdown

Quicksand Cave

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀ M	B9F ♂ M	B10F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand

Nincada — Bug / Ground — Lv23 ▶ Lv24 ▶

	4									
Lv	23	24								
HP	31	31								
Exp.	224	231								

Mawile — Steel — Lv24 ▶ Lv25

	4									
Lv	24	25								
HP	76	78								
Exp.	287	295								

Vibrava — Ground / Dragon — Lv27 ▶ Lv28 ▶

	1									
Lv	27	28								
HP	69	70								
Exp.	453	466								

Pupitar — Rock / Ground — Lv23 ▶ Lv24 ▶ Lv25

	1									
Lv	23	24	25							
HP	65	68	71							
Exp.	300	310	319							

Sandslash — Ground — Lv23 ▶ Lv24 ▶ Lv25

	1									
Lv	23	24	25							
HP	72	75	78							
Exp.	246	254	261							

Skorupi — Poison / Bug — Lv24 ▶ Lv25 ▶ Lv26

	5									
Lv	24	25	26							
HP	76	77	78							
Exp.	356	367	378							

Obtainable Items

Quicksand Cave

Sticky: None

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Grimy Food	All Floors	—

Gummis

Name	Floor	Shop
Yellow Gummi	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Quicksand Cave

As soon as you clear Quicksand Cave, you end up in Quicksand Pit, so you really have to prepare for two dungeons. Bring plenty of food—the only food you'll find is Grimy Food. Inside Quicksand Pit you'll face a boss, so it's a good idea to have plenty of seeds and berries on hand too.



Monster Houses may appear from B8F onward. You'll be safe if you bring Wonder Orbs that can affect the entire room.

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Dungeon 20-2

Quicksand Pit

Total 11F

Replayable | Post-ending only

Initial Goal	Discover the Time Gear at the Underground Lake (B11F) and defeat Mesprit
Recommended Level	Lv27+

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Wonder Tile, Traps

Special Rules
• No Friend Rescues

Pokémon Dungeon Breakdown

Quicksand Pit

	B1F ♂M	B2F ♀M	B3F ♂M	B4F ♀M	B5F ♂M	B6F ♀M	B7F ♂M	B8F ♀M	B9F ♂M	B10F ♀M	LAKE
Light	2	2	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Rock

Lv25 Pupitar — Rock / Ground

	Lv
Lv	25
HP	71
Exp.	319

Lv27 ▶ Lv28 Ninjask — Bug / Flying

	Lv27	Lv28
HP	58	59
Exp.	338	347

Lv42 Mesprit (*1) — Psychic / Gender ?

	Lv
Lv	42
HP	?
Exp.	0

Lv25 ▶ Lv26 Mawile — Steel

	Lv25	Lv26
HP	78	81
Exp.	295	304

Lv26 ▶ Lv27 Skorupi — Poison / Bug

	Lv26	Lv27
HP	78	79
Exp.	378	388

Lv25 ▶ Lv26 ▶ Lv27 Sandslash — Ground

	Lv25	Lv26	Lv27
HP	78	81	84
Exp.	261	269	277

Lv28 ▶ Lv29 ▶ Lv30 Tyranitar — Rock / Dark

	Lv28	Lv29	Lv30
HP	85	88	91
Exp.	384	395	405

Lv26 ▶ Lv27 ▶ Lv28 Hippopotas — Ground

	Lv26	Lv27	Lv28
HP	70	73	76
Exp.	346	356	366

*1— Can only be recruited post-ending. Automatically recruited once defeated. Will not reappear after being recruited.

Obtainable Items

Quicksand Pit

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Grimy Food	All Floors	—

Gummis

Name	Floor	Shop
Silver Gummi	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Rollcall Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

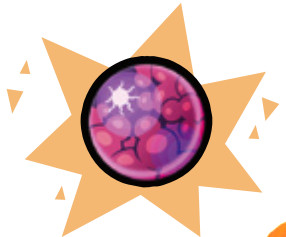
Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Sticky | None

Name	Floor
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Quicksand Pit

It's going to be rough from B3F to B10F—Hippopotas's Ability changes the weather to Sandstorm, so hurry to the stairs to avoid taking too much damage. Having a Psyduck would be useful—its Ability changes the weather to Clear. Once you make it to the Underground Lake and Mesprit (B11F), take it down hard and fast with linked moves before it has a chance to use Rest to recover its HP.



Mesprit sometimes uses Protect to give itself Protect status. Until it goes away, use thrown items to damage Mesprit.





Dungeon 21

Crystal Cave

Total 11 F | Replayable | Post-ending only (*2)

*2—Replayable until you complete Crystal Crossing

Initial Goal	Clear B11F
Recommended Level	Lv28+

Special Rooms and Terrain				
Room	Monster House (B3—B11F)	Shop (B3—B11F)		
Terrain	Water	Wonder Tile	Traps	Secret Stairs

Special Rules: —

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B3—B5F) Lv50 (B10—B11F) Lv49 (B6—B9F)

Crystal Cave

	B1F ♂	B2F ♀	B3F ♂ MS	B4F ♀ MS	B5F ♂ MS	B6F ♀ MS	B7F ♂ MS	B8F ♀ MS	B9F ♂ MS	B10F ♀ MS	B11F ♂ MS
Light	2	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice

Graveler (Rock / Ground) — Lv24 ▶ Lv25

	B1F	B2F	B3F	B4F	B5F	B6F
Lv	24	25				
HP	75	77				
Exp.	240	248				

Golem (Rock / Ground) — Lv27 ▶ Lv28

	B8F	B9F	B10F	B11F
Lv	27	28		
HP	81	83		
Exp.	370	381		

Beldum (Steel / Psychic / Gender ?) — Lv22 ▶ Lv23 ▶

	B1F	B2F	B3F	B4F	B5F	B6F	B7F
Lv	22	23					
HP	67	68					
Exp.	337	348					

Seviper (Poison) — Lv24 ▶ Lv25 ▶

	B1F	B2F	B3F	B4F	B5F	B6F	B7F
Lv	24	25					
HP	76	77					
Exp.	372	384					

Wormadam (Sandy Cloak) (Bug / Ground / ♀ only) — Lv26 ▶ Lv27 ▶ Lv28

	B1F	B2F	B3F	B4F	B5F	B6F	B7F	B8F	B9F	B10F	B11F
Lv	26	27	28								
HP	55	56	58								
Exp.	350	360	370								

Riolu (*3) (Fighting) — Lv26 ▶ Lv27 ▶

	B5F	B6F	B7F	B8F
Lv	26	27		
HP	89	91		
Exp.	35	36		

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B3—B5F) Lv49 (B6—B9F) Lv50 (B10—B11F)



*3— Appears post-graduation

Crystal Cave

Watch out for Golem and Graveler's Magnitude—this move can damage multiple members of your team at once. Take these foes down quickly before they have a chance to act.

Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	B3—B11F
Gold Ribbon	—	B3—B11F
Heal Ribbon	All Floors	B3—B11F
Insomniscope	All Floors	B3—B11F
Joy Ribbon	All Floors	—
Pecha Scarf	All Floors	B3—B11F
Persim Band	All Floors	B3—B11F
Power Band	All Floors	B3—B11F
Scope Lens	All Floors	B3—B11F
Special Band	All Floors	B3—B11F
Stamina Band	All Floors	B3—B11F
Twist Band	All Floors	—
Warp Scarf	—	B3—B11F
Zinc Band	All Floors	B3—B11F

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	B3—B11F
Big Apple	—	B3—B11F

Gummis

Name	Floor	Shop
Black Gummi	All Floors	B3—B11F
Blue Gummi	All Floors	B3—B11F
Brown Gummi	All Floors	B3—B11F
Clear Gummi	All Floors	B3—B11F
Gold Gummi	All Floors	—
Grass Gummi	All Floors	B3—B11F
Gray Gummi	All Floors	B3—B11F
Green Gummi	All Floors	B3—B11F
Orange Gummi	All Floors	B3—B11F
Pink Gummi	All Floors	B3—B11F
Purple Gummi	All Floors	B3—B11F
Red Gummi	All Floors	B3—B11F
Royal Gummi	All Floors	B3—B11F
Silver Gummi	All Floors	—
Sky Gummi	All Floors	B3—B11F
White Gummi	All Floors	B3—B11F
Yellow Gummi	All Floors	B3—B11F

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	B3—B11F
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	B3—B11F
Hunger Seed	—	B3—B11F
Oran Berry	All Floors	B3—B11F
Oren Berry	All Floors	—
Pecha Berry	All Floors	B3—B11F
Pure Seed	All Floors	—
Rawst Berry	—	B3—B11F
Reviser Seed	All Floors	—
Reviver Seed	All Floors	B3—B11F
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	—	B3—B11F
Violent Seed	All Floors	B3—B11F
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	B3—B11F
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	B3—B11F
All-Mach Orb	All Floors	B3—B11F
Blowback Orb	All Floors	B3—B11F
Decoy Orb	All Floors	—
Drought Orb	—	B3—B11F
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	B3—B11F
Foe-Hold Orb	All Floors	B3—B11F
Foe-Seal Orb	All Floors	B3—B11F
Hurl Orb	All Floors	B3—B11F
Lob Orb	All Floors	B3—B11F
Luminous Orb	All Floors	—
One-Shot Orb	All Floors	B3—B11F
Petrify Orb	All Floors	B3—B11F
Pounce Orb	—	B3—B11F
Rocky Orb	All Floors	—
Rollcall Orb	All Floors	B3—B11F
Sizebust Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	B3—B11F
Stayaway Orb	All Floors	B3—B11F
Switcher Orb	All Floors	B3—B11F
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	B3—B11F

Trick Box

Name	Floor	Shop
Link Box	—	B3—B11F

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Poison Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 22

Crystal Crossing

Total 14 F

Replayable | Post-ending only

Initial Goal	Battle Grovyle at Crystal Lake (B14F)
Recommended Level	Lv29+

Special Rooms and Terrain				
Room	Monster House (B3—B13F)	Shop (B3—B13F)		
Terrain	Water	Wonder Tile	Traps	Secret Stairs

Special Rules

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1—B5F) / Lv49 (B6—B7F)

Crystal Crossing

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀	B9F ♂	B10F ♀	B11F ♂	B12F ♀	B13F ♂	CRYSTAL LAKE ♂
Light	None	None	None	None	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice

Lv28 ▶ Lv29 — Bagon (Dragon)

	Lv28	Lv29
HP	70	71
Exp.	384	395

Lv28 ▶ Lv29 — Floatzel (Water)

	Lv28	Lv29
HP	72	73
Exp.	299	307

Lv26 ▶ Lv27 — Wormadam (Plant Cloak) (Bug / Grass / ♀ only)

	Lv26	Lv27
HP	55	56
Exp.	350	360

Lv29 ▶ Lv30 — Glameow (Normal)

	Lv29	Lv30
HP	95	98
Exp.	273	280

Lv29 ▶ Lv30 — Absol (Dark)

	Lv29	Lv30
HP	71	74
Exp.	376	386

Lv29 ▶ Lv30 — Glalie (Ice)

	Lv29	Lv30
HP	74	75
Exp.	380	390

Lv29 ▶ Lv30 — Froslass (*3) (Ice / Ghost / ♀ only)

	Lv29	Lv30
HP	73	74
Exp.	444	456

Lv44 — Grovyle (*1) (Grass)

Lv	44
HP	?
Exp.	0

Lv42 — Azelf (*2) (Psychic / Gender ?)

Lv	42
HP	?
Exp.	0

*1— Does not reappear after you defeat it
*2— Appears post-ending. Automatically recruited when you defeat it. Does not reappear once you recruit it.
*3— Appears post-graduation

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Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	B3—B13F
Gold Ribbon	—	B3—B13F
Heal Ribbon	All Floors	B3—B13F
Insomniscope	All Floors	B3—B13F
Joy Ribbon	All Floors	—
Pecha Scarf	All Floors	B3—B13F
Persim Band	All Floors	B3—B13F
Power Band	All Floors	B3—B13F
Scope Lens	All Floors	B3—B13F
Special Band	All Floors	B3—B13F
Stamina Band	All Floors	B3—B13F
Twist Band	All Floors	—
Warp Scarf	—	B3—B13F
Zinc Band	All Floors	B3—B13F

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	B3—B13F
Big Apple	—	B3—B13F

Gummis

Name	Floor	Shop
Black Gummi	All Floors	B3—B13F
Blue Gummi	All Floors	B3—B13F
Brown Gummi	All Floors	B3—B13F
Clear Gummi	All Floors	B3—B13F
Gold Gummi	All Floors	—
Grass Gummi	All Floors	B3—B13F
Gray Gummi	All Floors	B3—B13F
Green Gummi	All Floors	B3—B13F
Orange Gummi	All Floors	B3—B13F
Pink Gummi	All Floors	B3—B13F
Purple Gummi	All Floors	B3—B13F
Red Gummi	All Floors	B3—B13F
Royal Gummi	All Floors	B3—B13F
Silver Gummi	All Floors	—
Sky Gummi	All Floors	B3—B13F
White Gummi	All Floors	B3—B13F
Yellow Gummi	All Floors	B3—B13F

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	B3—B13F
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	B3—B13F
Hunger Seed	—	B3—B13F
Oran Berry	All Floors	B3—B13F
Oren Berry	All Floors	—
Pecha Berry	All Floors	B3—B13F
Pure Seed	All Floors	—
Rawst Berry	—	B3—B13F
Reviser Seed	All Floors	—
Reviver Seed	All Floors	B3—B13F
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	—	B3—B13F
Violent Seed	All Floors	B3—B13F
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	B3—B13F
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	B3—B13F
All-Mach Orb	All Floors	B3—B13F
Blowback Orb	All Floors	B3—B13F
Decoy Orb	All Floors	—
Drought Orb	—	B3—B13F
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	B3—B13F
Foe-Hold Orb	All Floors	B3—B13F
Foe-Seal Orb	All Floors	B3—B13F
Hurl Orb	All Floors	B3—B13F
Lob Orb	—	B3—B13F
Luminous Orb	All Floors	—
One-Shot Orb	—	B3—B13F
Petrify Orb	All Floors	B3—B13F
Pounce Orb	—	B3—B13F
Rollcall Orb	All Floors	B3—B13F
Slumber Orb	All Floors	—
Spurn Orb	All Floors	B3—B13F
Stayaway Orb	—	B3—B13F
Switcher Orb	All Floors	B3—B13F
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	B3—B13F

Trick Box

Name	Floor	Shop
Link Box	—	B3—B13F

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Gust Trap	All Floors
Poison Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Crystal Crossing

It's a long road to Crystal Lake (B14F), so keep moving and don't stick around too long on any one floor. You need to save your strength for the battle against Grovyle at Crystal Lake—its moves are pretty strong. Use status-inflicting moves, or throw seeds and berries to stop it from moving around, then hit it hard with your strongest moves.



Watch out for Floatzel, which may approach over the waterways.



The story will continue, even if you lose to Grovyle.



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Continued from page 94

TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 10 Dusknoir

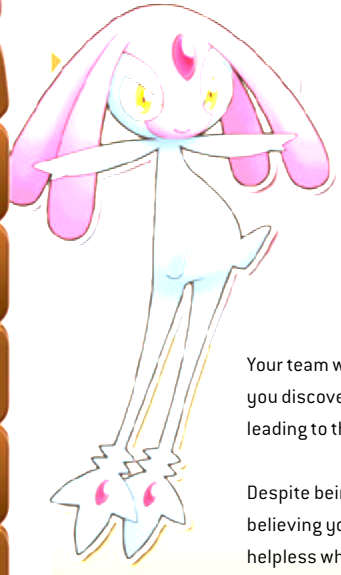


Everyone at the guild was excited when they received a visit from a very special guest—Dusknoir! This Pokémon may have shown up on the exploration scene recently, but quickly racked up accomplishments to win the admiration of everyone around, including the Wigglytuff Guild.

Good times turned sour when the guild found out that another Time Gear had been stolen—but not from Fogbound Lake, so the secret was still safe. Everyone renewed their vow to keep it hidden. Soon after, you and your partner were hired by the Marill brothers to retrieve their Water Float. As you explored the Amp Plains, you were attacked by a group of Electrike led by a Manectric, furious that you invaded their territory. The situation was rough, but Dusknoir showed up and calmed the Manectric. The whole scene turned out to be the work of Team Skull, who fled rather than face Dusknoir's wrath.



Your partner now trusted Dusknoir completely, and happy to meet someone so wise and trustworthy, you told Dusknoir all about your visions. Dusknoir explained that you had a power called the Dimensional Scream. You were happy to learn something about yourself, but there was something about Dusknoir's reaction that bothered you...



Chapter 11 Grovyle the Thief

Despite the guild's efforts to keep it secret, the Time Gear was stolen from Fogbound Lake. Uxie swears Grovyle was responsible, so a warrant was issued for his arrest and the guild's search began.

Your team was assigned to investigate the Northern Desert. There, you discovered the vast Quicksand Cave beneath the quicksand, leading to the Underground Lake and another Time Gear.

Despite being warned by Uxie, Mesprit dragged you into battle, believing you were the thieves. Exhausted from battle, you were helpless when the real thief showed up—Grovyle! He takes off with the fourth Time Gear.



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Chapter 12 The Only Option



Dusknoir told you about one remaining Time Gear, under the care of Azelf, but the location was unknown to you. At Dusknoir's suggestion, you touched a crystal that Bidoof found—and experienced another Dimensional Scream. In your vision, you saw Grovyle bearing down on Azelf!

Assuming your vision to be a future event, the guild headed to Crystal Lake to try and save the Time Gear. Reaching the heart of the cave, you had another strange experience—a voice called out with a clue. With this clue, you were able to open up Crystal Crossing and make your way to the hidden lake.

You arrived at the lake just as your vision was coming true. Despite your best efforts, Grovyle was just too strong and your partner could not protect Azelf. Luckily, Dusknoir arrived just in time, driving Grovyle off and saving at least one Time Gear.

Chapter 13 Dusknoir's Secret



Dusknoir came forward with the truth—it had come from the distant future to stop Grovyle from stealing the Time Gears and paralyzing the planet, driving it into darkness and ensuring the world's destruction. Grovyle had to be stopped, and Uxie came up with a plan—use the remaining Time Gears to lure out Grovyle so he could be captured. This tough task was left to Dusknoir, the only one sneaky and strong enough to take on the thief.

A few days later, you heard that Grovyle had been captured, and all the Time Gears retrieved. Everyone headed to the town square to bid farewell to Dusknoir, headed back to the future via a dimensional hole with Grovyle as its prisoner. You and your partner step forward to say your goodbyes—and Dusknoir drags you into the dimensional hole with it!

As everyone watched, the dimensional hole closed and vanished.

Continued on page 123

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Dungeon 23

Chasm Cave

Total 8 F

Replayable: N

Initial Goal	Clear B8F
Recommended Level	Lv31+

Special Rooms and Terrain				
Room				
Terrain	Pits	Wonder Tile	Traps	

Special Rules: • Cannot recruit foes

Pokémon Dungeon Breakdown

Chasm Cave

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀
Light	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv28 ▶ Drifloon — Ghost / Flying

	Lv	HP	Exp.
B1F	28	88	233

Lv28 ▶ Skarmory — Steel / Flying

	Lv	HP	Exp.
B1F	28	76	414

Lv28 ▶ Magnemite — Electric / Steel / Gender ?

	Lv	HP	Exp.
B1F	28	69	244

Lv26 ▶ Grumpig — Psychic — Lv27 ▶

	Lv	HP	Exp.
B1F	26	77	406
B2F	27	77	417

Lv28 ▶ Ditto — Normal / Gender ? — Lv29 ▶

	Lv	HP	Exp.
B1F	28	77	233
B2F	29	78	239

Lv28 ▶ Onix — Rock / Ground — Lv29 ▶

	Lv	HP	Exp.
B3F	28	82	399
B4F	29	85	410

Lv28 ▶ Drifblim — Ghost / Flying — Lv29 ▶

	Lv	HP	Exp.
B5F	28	84	410
B6F	29	86	421

Lv29 ▶ Magneton — Electric / Steel / Gender ?

	Lv	HP	Exp.
B7F	29	77	296

Chasm Cave

Watch out for the Drifloon on B1F–B4F and the Drifblim from B5F–B8F— they can attack several times in a row and move freely around the floor. Luckily there aren't too many of them, so you can hit them hard with whatever you've got.

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Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Gust Trap	All Floors
Poison Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



Dungeon 24 Dark Hill

Total 15F

Replayable N

Initial Goal Clear 15F

Recommended Level Lv32+

Special Rooms and Terrain		
Room		
Terrain	Water	Wonder Tile	Traps

Special Rules
- Cannot recruit foes

Dark Hill

Most of the foes here, like Misdreavus and Haunter, can pass through walls. So don't dash through the dungeon, and if you see an enemy from the wall, attack it with a Gravelerock. Stock up on Gravelerocks via the Kangaskhan Rock at the entrance.



Take some Max Elixirs to help you deal with Spite.



A Persim Band is good because it guards against Confused status.

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Pokémon Dungeon Breakdown

Dark Hill

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	8 F ♀
Light	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Gastly — Ghost / Poison

Lv30 ▶ Lv31 ▶

	Lv 30	31
HP	85	86
Exp.	253	260

Banette — Ghost

Lv30 ▶ Lv31 ▶

	Lv 30	31
HP	85	86
Exp.	425	436

Misdreavus — Ghost

Lv30 ▶ Lv31 ▶

	Lv 30	31
HP	79	80
Exp.	390	400

Gliscor — Ground / Flying

Lv28 ▶ Lv29 ▶

	Lv 28	29	30	31
HP	81	83	85	87
Exp.	451	463	475	488

Claydol — Ground / Psychic / Gender ?

Lv30 ▶ Lv31 ▶

	Lv 30	31	32	33
HP	85	87	89	91
Exp.	429	440	451	462

Haunter — Ghost / Poison

Lv31 ▶

	Lv 31	32
HP	86	87
Exp.	288	295

Dusclops — Ghost

Lv31 ▶

	Lv 31	32	33
HP	86	87	88
Exp.	448	459	470

Obtainable Items

Dark Hill

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

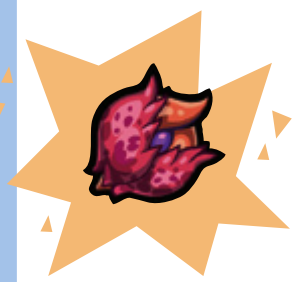
TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—

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9 ♂	10 ♀	11 ♂	12 ♀	13 ♂	14 ♀	15 ♂
F	F	F	F	F	F	F
None	None	None	None	None	None	None
★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Rock	Rock	Rock	Rock	Rock	Rock	Rock





Name	Floor	Shop
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—

Sticky None

Name	Floor	Shop
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 25-1

Sealed Ruin

Total 8 F

Replayable: N (*1)

*1—Not replayable after completing Deep Sealed Ruin

Initial Goal	Clear B8F
Recommended Level	Lv33+

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Water	Wonder Tiles	Traps

Special Rules: • Cannot recruit foes

Pokémon Dungeon Breakdown

Sealed Ruin

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀
Light	None		None		None		None		None		None		None		None	
IQ	★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5	
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock	
Shelgon (Dragon)	Lv 27										Lv 28					
	Lv 27										Lv 28					
	HP 81										HP 82					
	Exp. 428										Exp. 440					
Probopass (Rock / Steel)	Lv 30										Lv 31					
	Lv 30										Lv 31					
	HP 86										HP 87					
	Exp. 479										Exp. 492					
Forretress (Bug / Steel)	Lv 30										Lv 31					
	Lv 30										Lv 31					
	HP 71										HP 73					
	Exp. 452										Exp. 464					
Muk (Poison)	Lv 30										Lv 31					
	Lv 30										Lv 31					
	HP 85										HP 87					
	Exp. 429										Exp. 440					
Metang (Steel / Psychic / Gender ?)	Lv 29										Lv 30					
	Lv 29										Lv 30					
	HP 70										HP 71					
	Exp. 440										Exp. 452					
Tangrowth (Grass)	Lv 28										Lv 29					
	Lv 28										Lv 29					
	HP 70										HP 73					
	Exp. 455										Exp. 467					

Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelyrock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—

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Obtainable Items

Sticky None

Name	Floor	Shop
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

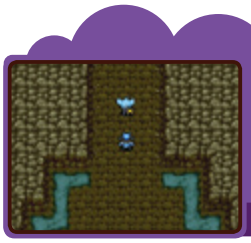
Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Sealed Ruin

Forretress has Selfdestruct and Probopass can limit your actions, so this dungeon is not the place to be conservative with your PP or items—with only 8 floors, you can afford to throw a few things at them and use some moves to keep them from getting close.



Dungeon 25-2

Deep Sealed Ruin

Total 7 F

Replayable N

Initial Goal Defeat Spiritomb at Sealed Ruin Pit (B7F)

Recommended Level Lv33+

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Water	Wonder Tiles	Traps

Special Rules
- No Friend Rescues
- Cannot recruit foes

Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

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Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Deep Sealed Ruin

Early in your battle Spiritomb will use Nasty Plot to sharply raise its Sp. Attack. With that in play, you don't want a lengthy battle, so use your most powerful moves to take Spiritomb out as soon as possible.



You can also lower your foe's Defense while you inflict damage.

Pokémon Dungeon Breakdown

Deep Sealed Ruin

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	PIT ♂
Light	None	M	None	M	None	M	None	M	None	M	None	M	None
IQ	★0.5		★0.5		★0.5		★0.5		★0.5		★0.5		★0.5
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock
Lv28 ▶ Lv29	Shelgon (Dragon)												
Lv31 ▶ Lv32	Probopass (Rock / Steel)												
Lv31 ▶ Lv32	Forretress (Bug / Steel)												
Lv31 ▶ Lv32	Muk (Poison)												
Lv30 ▶ Lv31	Metang (Steel / Psychic / Gender ?)												
Lv29 ▶ Lv30	Tangrowth (Grass)												
Lv37													Spiritomb (Ghost / Dark)

Shelgon (Dragon)

	Lv28	Lv29
HP	82	83
Exp.	440	452

Probopass (Rock / Steel)

	Lv31	Lv32
HP	87	88
Exp.	492	504

Forretress (Bug / Steel)

	Lv31	Lv32
HP	73	75
Exp.	464	475

Muk (Poison)

	Lv31	Lv32
HP	87	89
Exp.	440	451

Metang (Steel / Psychic / Gender ?)

	Lv30	Lv31
HP	71	72
Exp.	452	464

Tangrowth (Grass)

	Lv29	Lv30
HP	73	76
Exp.	467	479

Spiritomb (Ghost / Dark)

	Lv37
HP	?
Exp.	0

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Continued from page 115

TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 14 Into the Future

You were awoken by your partner in the future, having no idea why you were brought through the dimensional hole. Before you could figure things out, a group of Sableye dragged the two of you outside and chained both of you to a stockade alongside an unexpected guest—Grovyle!

You saw Dusknoir nearby and your partner called out to it for help, but to no avail—Dusknoir ordered the Sableye to execute the three of you! With little choice left, you had to trust Grovyle's advice, using your attacks just as the Sableye struck the chains that bound you. Instead of an execution, it became an escape! You, your partner, and Grovyle fought back and managed to get away from that horrible scene.

Once outside, you were horrified to see what the future of the planet was like—a world of eternal darkness where no wind blew, and no morning ever came. Time had stopped and the planet was paralyzed—even despite your earlier recovery of the Time Gears.





Grovyle left the two of you behind, and things were looking pretty bad—your Dimensional Scream was missing, the Sableye were hot on your tail, and your partner was beginning to lose faith. Determined to make your way back to the past, you seek out the one Pokémon that could help—Grovyle.

The reunion was less than sweet—while traveling ahead, Grovyle was attacked and possessed by Spiritomb, and now you were forced to battle! You managed to drive the Ghost-and-Dark-type Pokémon off, but still didn't know if you could trust Grovyle. Determined to find out the truth, you joined forces.

Continued on page 129

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Dungeon 26

Dusk Forest

Total 8F

Replayable: N

Initial Goal	Clear 8F and meet Celebi
Recommended Level	Lv34+

Special Rooms and Terrain	
Room	
Terrain	Wonder Tile, Traps

Special Rules: • Cannot recruit foes

Pokémon Dungeon Breakdown

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂	6F ♀	7F ♂	8F ♀
Light	None	None	None	None	None	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass

Lv30 ▶ Lv31 ▶ Mothim

Bug / Flying ♂ only

	Lv	HP	Exp.
Lv30	30	75	436
Lv31	31	77	448

Lv33 ▶ Lv34 ▶ Gabite

Dragon / Ground

	Lv	HP	Exp.
Lv33	33	111	390
Lv34	34	112	399

Lv31 ▶ Lv32 ▶ Mismagius

Ghost

	Lv	HP	Exp.
Lv31	31	76	400
Lv32	32	77	410

Lv33 ▶ Lv34 ▶ Jumpluff

Grass / Flying

	Lv	HP	Exp.
Lv33	33	83	390
Lv34	34	85	399

Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—

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Obtainable Items

Sticky None

Name	Floor	Shop
Radar Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Poké	All Floors	—

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Companion Pokémon: Grovyle — Gender ♂

- Level: 46
- Attack: 69
- Sp. Attack: 68
- HP: 125
- Defense: 53
- Sp. Defense: 52

Dusk Forest

The floors are big but don't worry about getting around—the floors up to 5F are well-lit and there are no Monster Houses. Do worry about the Pokémon that can inflict Confused status or Paralysis on you, and bring throwing items to deal with them.

Things will be easier now that you have Grovyle at your side here and in Treeshroud Forest—he's a very strong Pokémon that's good in a fight.



Even if you're Confused or Paralyzed, you can still attack the enemy with throwing items.



Be careful in the corridors, because Mismagius can pass through walls.



Dungeon 27

Total 12F

Replayable: N

Deep Dusk Forest

Initial Goal: Clear 12F and return to the past

Recommended Level: Lv34+

Special Rooms and Terrain			
Room			
Terrain	Water	Wonder Tile	Traps

Special Rules: • Cannot recruit foes

Pokémon Dungeon Breakdown

Deep Dusk Forest

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	8 F ♀	9 F ♂	10 F ♀	11 F ♂	12 F ♀
Light	None	None	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass

Rhydon — Ground / Rock

Lv	30	31	32
HP	82	85	88
Exp.	464	476	487

Lv30 ▶ Lv31 ▶ Lv32 ▶

Steelix — Steel / Ground

Lv	30	31	32
HP	105	107	109
Exp.	448	460	471

Lv30 ▶ Lv31 ▶ Lv32 ▶

Aggron — Steel / Rock

Lv	31	32	33
HP	84	86	88
Exp.	488	500	512

Lv31 ▶ Lv32 ▶ Lv33 ▶

Leafeon — Grass

Lv	30	31	32
HP	102	104	106
Exp.	136	140	143

Lv30 ▶ Lv31 ▶ Lv32 ▶

Hippowdon — Ground

Lv	28	29	30
HP	71	74	77
Exp.	455	467	479

Lv28 ▶ Lv29 ▶ Lv30 ▶

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Companion Pokémon	Grovyle	Gender ♂	• Level: 46 • Attack: 69 • Sp. Attack: 68 • HP: 125 • Defense: 53 • Sp. Defense: 52

Companion Pokémon	Celebi	Gender ?	• Level: 45 • Attack: 45 • Sp. Attack: 45 • HP: 120 • Defense: 37 • Sp. Defense: 38

Type	Psychic / Grass	Ability	Natural Cure	Terrain Ability	Air

Low Kick, Grass Knot power	60%

Moves Used
Heal Bell
AncientPower
Recover
Magical Leaf

IQ Skills
Type-Advantage Master
Dedicated Traveler
Nontraitor
Cheerleader
Course Checker

IQ Skills
Status Checker
Item Catcher
Item Master
Bodyguard
Exclusive Move-User

Deep Dusk Forest

You'll always be under threat of Sandstorm weather when Pokémon like Steelix and Hippowdon are around, so always have an Oran Berry on hand to recover your HP. And not only do you have Grovyle at your side in this dungeon, but Celebi is also there backing you up.

Obtainable Items

Deep Dusk Forest

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—
Scope Lens	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



Dungeon 28

Total 20F

Replayable Only post-ending

Treeshroud Forest

Initial Goal	Clear 20F
Recommended Level	Lv35+

Special Rooms and Terrain				
Room	Monster House (All floors)	Shop (All floors)		
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

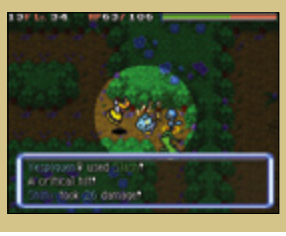
Special Rules
- Can only recruit foes post-ending

Treeshroud Forest

With 20 floors and even stronger Pokémon from 10F on, there's no time to dawdle and it's a bad idea to go in unprepared—bring lots of items like food and Max Elixirs, and head straight for the stairs. Once you complete the dungeon, you'll finally be able to use the town services again.



Bring some Heal Seeds and Wonder Orbs that can restrict the actions of your foes.



The Vespiquen that appear starting on 10F are powerful foes. Take them out first to be safe.

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Obtainable Items

Sticky None

Name	Floor	Shop
Equipment		
Def. Scarf	—	All Floors
Gold Ribbon	—	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	All Floors
Pecha Scarf	All Floors	All Floors
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	All Floors	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	All Floors
Twist Band	All Floors	—
Warp Scarf	—	All Floors
Zinc Band	—	All Floors
Throwing Items		
Iron Thorn	All Floors	—
Food		
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gummis		
Black Gummi	All Floors	All Floors
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Gold Gummi	All Floors	—
Grass Gummi	All Floors	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	All Floors	All Floors
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	All Floors
Silver Gummi	All Floors	—
Sky Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Name	Floor	Shop
Seeds • Berries		
Blast Seed	All Floors	—
Cheri Berry	All Floors	All Floors
Heal Seed	All Floors	All Floors
Hunger Seed	—	All Floors
Oran Berry	All Floors	All Floors
Pecha Berry	All Floors	All Floors
Pure Seed	All Floors	—
Rawst Berry	—	All Floors
Reviver Seed	All Floors	All Floors
Sleep Seed	All Floors	—
Stun Seed	All Floors	—
Vile Seed	—	All Floors
Violent Seed	All Floors	All Floors
Warp Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	All Floors
TMs		
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—

Name	Floor	Shop
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Blowback Orb	All Floors	All Floors
Decoy Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	All Floors	All Floors
Itemizer Orb	All Floors	—

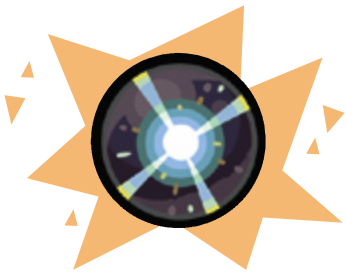
Name	Floor	Shop
Lob Orb	—	All Floors
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	All Floors
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	All Floors
Stayaway Orb	All Floors	All Floors
Switcher Orb	All Floors	All Floors
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	All Floors
Trick Box		
Link Box	—	All Floors
Poké		
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Companion Pokémon: **Grovyle**  Gender ♂

• Level: 46 • Attack: 69 • Sp. Attack: 68
• HP: 125 • Defense: 53 • Sp. Defense: 52







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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1—5F) Lv49 (6—9F) Lv50 (10—14F) Lv51 (15—19F) Lv52 (20F)

Treeshroud Forest

	1 F	2 F	3 F	4 F	5 F	6 F	7 F	8 F	9 F	10 F
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass

Cherrim — Grass

Lv35 ▶ Lv36 ▶

Lv	35	36
HP	80	82
Exp.	325	333

Ninetales — Fire

Lv30 ▶

Lv	30	31	32
HP	94	96	98
Exp.	276	284	291

Kadabra — Psychic

Lv35 ▶ Lv36 ▶

Lv	35	36
HP	100	101
Exp.	211	216

Alakazam — Psychic

Lv37 ▶

Lv	37	38	39
HP	97	98	99
Exp.	345	352	360

Ralts — Psychic

Lv31 ▶ Lv32 ▶

Lv	31	32
HP	87	88
Exp.	192	196

Kirlia — Psychic

Lv37 ▶

Lv	37	38	39
HP	92	93	94
Exp.	317	324	331

Houndoom — Dark / Fire

Lv30 ▶ Lv31 ▶ Lv32

Lv	30	31	32
HP	59	69	65
Exp.	378	388	397

Vespiquen — Bug / Flying / ♀ only

Lv33 ▶

Lv	33	34	35
HP	86	88	90
Exp.	441	451	462

	11 F	12 F	13 F	14 F	15 F	16 F	17 F	18 F	19 F	20 F
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass

Lv31 ▶ Lv32

Lv38 ▶ Lv39

Lv38 ▶ Lv39

Lv34 ▶ Lv35

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TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 15 The Secret of the Planet's Paralysis



Grovyle told you the story of what happened to this world—your world—and it wasn't pretty. It started with the destruction of Temporal Tower back in your time. To prevent this collapse, the tower needed to be restored by having the five Time Gears slotted into it—that's why Grovyle had traveled back in time and stolen the Time Gears. Because the tower was still standing in your present day, it was possible to prevent the disaster from happening.

Dusknoir had told you a different story way back, but recent events had shown you what to believe and who to trust. You had to get back to your time to stop the collapse of the Temporal Tower! The three of you headed to Dusk Forest to find Celebi, who could help you travel back home.



You met up with Celebi and together all of you traveled through the Deep Dusk Forest to the Passage of Time, only to find Dusknoir and its lackeys waiting for you! It was a trap all along—Dusknoir really wanted to get ahold of Celebi's time-traveling capabilities.

Just then, Primal Dialga appeared! Now the ruler of this bleak, paralyzed world, this crazed and fearsome Pokémon stopped everyone in their tracks—even Grovyle. Your partner managed to pull the group back together, and with Celebi's help, you escaped through the Passage of Time.

Chapter 16 A New Dawn



You returned to the past and discovered that time in Treeshroud Forest had come to a standstill, a sign that the Temporal Tower was collapsing. You needed to act fast—Grovyle headed off to gather the remaining Time Gears, while you and your partner searched for the Hidden Land, where the Temporal Tower was said to be.

You realized you couldn't do this alone—you needed the guild's help! Gathering up your courage, you headed over there to tell them the truth.

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Dungeon 29-1

Brine Cave

Total 9F

Replayable: Y

Initial Goal	Clear B9F
Recommended Level	Lv36+

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Water	Wonder Tiles	Traps

Special Rules
- Cannot recruit foes before reaching the Hidden Land

Pokémon Dungeon Breakdown

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀	B9F ♂
Light	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand

Lv34 ▶ — Seel (Water)



	Lv	HP	Exp.
	34	99	232

Lv38 ▶ — Dewgong (Water / Ice)



	Lv	HP	Exp.
	38	104	376

Lv36 ▶ / Lv37 ▶ — Omanyte (Rock / Water)



	Lv	HP	Exp.
	36	93	288
	37	94	294

Lv35 ▶ / Lv36 ▶ — Kingler (Water)



	Lv	HP	Exp.
	35	76	369
	36	79	378

Lv36 ▶ / Lv37 ▶ — Pelipper (Water / Flying)



	Lv	HP	Exp.
	36	97	432
	37	99	441

Lv22 ▶ / Lv23 ▶ — Gastrodon (West Sea) (Water / Ground)



	Lv	HP	Exp.
	22	70	257
	23	73	265

Lv35 ▶ — Tentacool (Water / Poison)



	Lv	HP	Exp.
	35	97	237

Lv36 ▶ — Dragonair (Dragon)



	Lv	HP	Exp.
	36	93	351

Lv38 ▶ — Staryu (Water / Gender ?)



	Lv	HP	Exp.
	38	92	79

Brine Cave

This dungeon is loaded with Water-type Pokémon, so avoid sticking around in Rain weather because their attacks will be more powerful. Dewgong's Sheer Cold can wipe you out in a single stroke. Chatot joins forces with you until you complete the dungeon.

Companion Pokémon: Chatot — Gender ♂

- Level: 36
- HP: 117
- Attack: 59
- Defense: 48
- Sp. Attack: 60
- Sp. Defense: 48

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Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



Dungeon 29-2

Total 6 F

Replayable Y

Lower Brine Cave

Initial Goal Defeat Kabutops in the Pit (B6F) and go to the Hidden Land

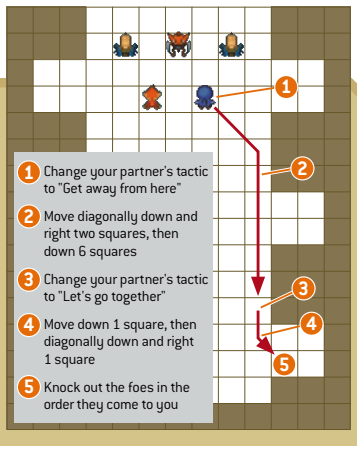
Recommended Level Lv36+

Special Rooms and Terrain			
Room			
Terrain	Water	Wonder Tiles	Traps

Special Rules
- No Friend Rescues
- Cannot recruit foes until you've completed dungeon once

Lower Brine Cave

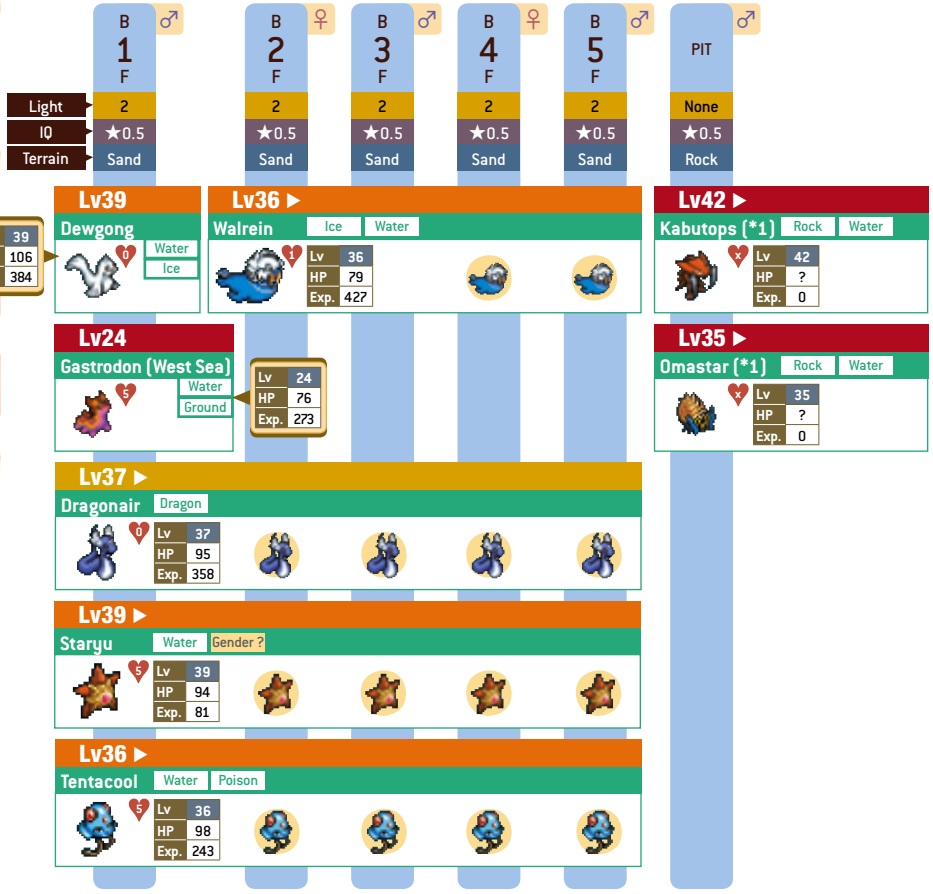
This dungeon may only have 6 floors, but lots of waterways and hard-to-find stairs make it hard to navigate. When you reach the bosses, put Kabutops to Sleep and then knock out the Omastar first. To the right is an effective strategy for handling this fight. When one of the Omastar approaches you in step 5, knock it out, then go take on the other one.



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Pokémon Dungeon Breakdown

Lower Brine Cave



*1— Does not reappear once you defeat it

Obtainable Items

Sticky None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Geo Pebble	All Floors	—
Food		
Apple	All Floors	—
Gravelyrock	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Mix Elixir	All Floors	—
TMs		
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 17 The Guild's Crew



When you arrived at the guild, all of your friends were thrilled to see you and your partner! You proceeded to tell them about everything that happened to you since you disappeared through the dimensional hole, but there was one problem—they didn't quite believe you. They couldn't believe that the respected Dusknoir was evil, or that the Grovyle the Thief was actually trying to save the world by stealing the Time Gears.

They had to admit that Dusknoir had acted rather strangely, and most importantly—you were their trusted friends! Wigglytuff believed in you, and so ordered the guild to locate the Hidden Land.

Your investigation led you to the Torkoal elder, who knew a few legends about the Hidden Land: it was located on the other side of the ocean, and to get there you'd need to have a special marker—a marker with a design that just so happened to match the one on your partner's Relic Fragment!



Chapter 18 Lapras



Grovyle sent you a letter saying that he had collected all of the Time Gears—now you just needed to find a way to reach the Hidden Land so you could repair the Temporal Tower. You headed to Brine Cave with Chatot to search for clues.

Working against you was Team Skull, who wanted the Relic Fragment and to solve the mystery of the Hidden Land themselves. Their plans came to nothing when they were soundly defeated by a hidden foe in the cave.

Kabutops and the Omastar brothers attacked you as well, and Chatot was injured protecting the rest of the team. You managed to drive them off, and then Wigglytuff came rushing in with Grovyle—and the Time Gears! Leaving Chatot in Wigglytuff's care, your team forged ahead.

Just as you suspected, the Relic Fragment was the key connecting you to the Hidden Land. Light shone from the cave toward the watery horizon, and Lapras arrived to give a ride to the chosen ones...

Continued on page 140

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Dungeon 30-1

Hidden Land

Total 15F

Replayable: Y

Initial Goal	Clear 15F
Recommended Level	Lv37+

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Pits	Wonder Tiles	Traps

Special Rules
- Only hero and partner can enter.
- Cannot recruit foes

Pokémon Dungeon Breakdown

Hidden Land

	1 ♂ M	1 ♀ F	2 ♂ M	2 ♀ F	3 ♂ M	3 ♀ F	4 ♂ M	4 ♀ F	5 ♂ M	5 ♀ F	6 ♂ M	6 ♀ F	7 ♂ M	7 ♀ F	8 ♂ M	8 ♀ F	9 ♂ M	9 ♀ F	10 ♂ M	10 ♀ F
Light	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass
											Sunny								Sunny	

Dragonite — Dragon / Flying

Lv37 ▶ Lv38 ▶ Lv39 ▶

	37	38	39	40
Lv	37	38	39	40
HP	107	109	111	113
Exp.	432	441	451	460

Garchomp — Dragon / Ground

Lv37 ▶ Lv38 ▶ Lv39 ▶

	37	38	39	40
Lv	37	38	39	40
HP	113	114	114	115
Exp.	492	502	513	524

Bastiodon — Rock / Steel

Lv35 ▶ Lv36 ▶ Lv37 ▶

	35	36	37	38
Lv	35	36	37	38
HP	101	104	107	110
Exp.	497	508	519	531

Tropius — Grass / Flying

Lv35 ▶ Lv36 ▶ Lv37 ▶

	35	36	37	38
Lv	35	36	37	38
HP	124	126	128	130
Exp.	448	459	469	479

Magmortar — Fire

Lv36 ▶ Lv37 ▶ Lv38 ▶

	36	37	38	39
Lv	36	37	38	39
HP	92	93	94	95
Exp.	499	510	521	532

Purugly — Normal

Lv37 ▶ Lv38 ▶ Lv39 ▶

	37	38	39	40
Lv	37	38	39	40
HP	110	111	112	113
Exp.	400	408	417	426

Abomasnow — Grass / Ice

Lv40 ▶ Lv41 ▶ Lv42 ▶

	40	41	42	43
Lv	40	41	42	43
HP	87	87	88	88
Exp.	539	550	561	572

Manectric — Electric

Lv28 ▶ Lv29 ▶ Lv30 ▶

	28	29	30	31
Lv	28	29	30	31
HP	87	90	93	96
Exp.	466	478	491	504

Rampardos — Rock

Lv40 ▶ Lv41 ▶ Lv42 ▶

	40	41	42	43
Lv	40	41	42	43
HP	99	101	103	105
Exp.	460	470	479	488

Companion Pokémon: Grovyle ♂

- Level: 46
- HP: 125
- Attack: 74
- Defense: 58
- Sp. Attack: 73
- Sp. Defense: 52

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Hidden Land

It's just you, your partner, and Grovyle—the three of you have to head in alone. You're heading straight through to the Temporal Spire, with a few checkpoints here and there. If you decide to head back to town anywhere along the way, you'll have to start from the Hidden Land all over again. The Hidden Land is home to many powerful Pokémon, so choose your battles wisely. Your priority should be getting to the next floor.

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

Hidden Land



Obtainable Items

Hidden Land

Sticky None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Food		
Apple	All Floors	—
Big Apple	All Floors	—
Gravelyrock	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Mix Elixir	All Floors	—
TMs		
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—

Name	Floor	Shop
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

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Dungeon 30-2

Hidden Highland

Total 9 F

Replayable: Y

Initial Goal: Defeat Dusknoir's group at Old Ruins (9F) and go to Temporal Tower

Recommended Level: Lv38+

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Pits, Wonder Tiles, Traps

Special Rules
- No Friend Rescues
- Only hero and partner can enter
- Cannot recruit foes

Pokémon Dungeon Breakdown

	1F ♂ M	2F ♀ M	3F ♂ M	4F ♀ M	5F ♂ M	6F ♀ M	7F ♂ M	8F ♀ M	OLD RUINS *1 ♂ M
Light	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Grass	Building

Dragonite — Dragon / Flying

	Lv 40	Lv 41
HP	113	115
Exp.	460	470

Garchomp — Dragon / Ground

	Lv 40	Lv 41
HP	115	115
Exp.	524	535

Bastiodon — Rock / Steel

	Lv 38	Lv 39
HP	110	113
Exp.	531	542

Tropius — Grass / Flying

	Lv 38	Lv 39
HP	130	132
Exp.	479	489

Magmortar — Fire

	Lv 39	Lv 40
HP	95	96
Exp.	532	543

Purugly — Normal

	Lv 40	Lv 41
HP	113	113
Exp.	426	435

Abomasnow — Grass / Ice

	Lv 43	Lv 44
HP	88	89
Exp.	572	583

Manectric — Electric

	Lv 31	Lv 32
HP	96	98
Exp.	504	516

Rampardos — Rock

	Lv 43	Lv 44
HP	105	106
Exp.	488	498

Dusknoir (*2) — Ghost

Lv 45

Lv	45
HP	?
Exp.	0

Sableye (*2) — Dark / Ghost

Lv 38

Lv	38
HP	?
Exp.	0

*1—Not replayable once you defeat Dusknoir
*2—Does not reappear once you defeat it

Companion Pokémon: Grovyle — Gender ♂

- Level: 46
- HP: 125
- Attack: 74
- Defense: 58
- Sp. Attack: 73
- Sp. Defense: 52

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Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

Hidden Highland

On 1F–8F are the same kinds of Pokémon you encountered in the Hidden Land. Then you'll face off against Dusknoir and the Sableye—halt Dusknoir's movements so you can take out the Sableye first.



Stop Dusknoir so that it can't come toward you.



Dungeon 31-1

Temporal Tower

Total 13 F

Replayable Y

Initial Goal	Clear 13F
Recommended Level	Lv39+

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Water, Wonder Tiles, Traps

Special Rules
- Only hero and partner can enter
- Cannot recruit foes

Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
Munch Belt	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—

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Obtainable Items

Sticky None

Name	Floor	Shop
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—

Name	Floor	Shop
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—

Name	Floor	Shop
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Poké	All Floors	—

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

Temporal Tower

Small floors mean it's easy to find your way around, but it also means that you'll run into a lot of enemies. Solrock and Lunatone can deal around 80 damage with Psywave, while Bronzor will inflict status ailments on you. Keep your exploring to a minimum and always use your partner's help in battles.

Pokémon Dungeon Breakdown

	1 M F	2 M F	3 M F	4 M F	5 M F	6 M F	7 M F	8 M F	9 M F	10 M F	11 M F	12 M F	13 M F
Light	2	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building
				Sunny					Sunny				

Lv39 ▶ Lv40 ▶ Lv41 ▶

Solrock — Rock / Psychic / Gender ?

Lv	39	40	41
HP	133	135	136
Exp.	489	499	510

Lv38 ▶ Lv39 ▶ Lv40 ▶

Bronzor — Steel / Psychic / Gender ?

Lv	38	39	40
HP	131	132	133
Exp.	249	254	259

Lv40 ▶ Lv41 ▶ Lv42 ▶

Porygon — Normal / Gender ?

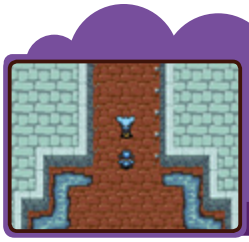
Lv	40	41	42
HP	121	121	122
Exp.	367	375	382

Lv39 ▶ Lv40 ▶ Lv41 ▶

Lunatone — Rock / Psychic / Gender ?

Lv	39	40	41
HP	119	121	123
Exp.	470	480	490

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Dungeon **31-2**

Temporal Spire

Total 11 F

Replayable: Y

Initial Goal	Defeat Dialga at the Pinnacle (11F)
Recommended Level	Lv40+

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Water	Wonder Tiles	Traps

Special Rules
- No Friend Rescues
- Only hero and partner can enter
- Cannot recruit foes other than Dialga

Pokémon Dungeon Breakdown

Temporal Spire

	1 F ♂ M	2 F ♀ M	3 F ♂ M	4 F ♀ M	5 F ♂ M	6 F ♀ M	7 F ♂ M	8 F ♀ M	9 F ♂ M	10 F ♀ M	PINNACLE
Light	2	2	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★6
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building

Lv44 ▶ Lv45 ▶ Lv46 — Bronzong — Steel / Psychic / Gender ?

	Lv44	Lv45	Lv46
HP	130	130	131
Exp.	551	561	572

Lv48 — Primal Dialga (*1) — Steel / Dragon / Gender?

Lv	48
HP	?
Exp.	0

Lv45 ▶ Lv46 ▶ Lv47 — Salamence — Dragon / Flying

	Lv45	Lv46	Lv47
HP	113	115	117
Exp.	631	643	655

Lv48 — Dialga (*2) — Steel / Dragon / Gender?

Lv	48
HP	?
Exp.	0

Lv42 ▶ Lv43 ▶ Lv44 — Porygon2 — Normal / Gender ?

	Lv42	Lv43	Lv44
HP	111	111	112
Exp.	499	509	519

Lv43 ▶ Lv44 ▶ Lv45 — Porygon-Z — Normal / Gender ?

	Lv43	Lv44	Lv45
HP	115	116	116
Exp.	514	524	534

Lv46 ▶ Lv47 — Metagross — Steel / Psychic / Gender ?

	Lv46	Lv47
HP	111	113
Exp.	594	604

Lv45 — Deoxys (*3) — Psychic

Lv	45
HP	118
Exp.	432

Lv45 — Deoxys (*3) — Psychic

Lv	45
HP	118
Exp.	432

Lv46 — Deoxys (*3) — Psychic

Lv	46
HP	119
Exp.	440

Temporal Spire

At the Temporal Pinnacle (pre-ending) you'll come face-to-face with Primal Dialga (post-ending, it's regular Dialga). Its moves are incredibly powerful, so you'll need to hit it hard and fast. One strategy worth trying is to leave a Geo Pebble on the floor so that Dialga picks it up (p.710).

Traps Set

Name	Floor
Grimy Trap	All Floors
Gust Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
Selfdestruct Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

Obtainable Items

Temporal Spire

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
Munch Belt	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Y-Ray Specs	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—

*1— Does not reappear after you defeat it
*2— Appears post-ending only. Automatically recruited when you defeat it. Does not reappear after you recruit it.
*3— 5F = Speed Forme. 6F= Defense Forme. 7F = Attack Forme. Only appears when you meet certain conditions (p.31).

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Sticky None

Name	Floor	Shop
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
False Swipe	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Roar	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Itemizer Orb	All Floors	—
Luminous Orb	All Floors	—
Mug Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Silence Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Continued from page 133

TEAM POKÉPALS Friendship Adventure Chronicles

Chapter 19 To the Hidden Land

The Temporal Tower controlled the flow of time, making it a tempting target for those with evil intentions. To protect it, Dialga placed it within a gap in time, where it could never be found—except by those chosen by the Relic Fragment. Your brave partner was one of these chosen few, and now you were on your way to the Hidden Land atop Lapras's back. The Temporal Tower floated above you, its destruction and decay obvious.

You, your partner, and Grovyle climbed the Old Ruins in search of the Rainbow Stoneship, the only vehicle that could take you the rest of the way. At the top of the ruins you set the Relic Fragment in place, activating the Rainbow Stoneship. Just then, Dusknoir and its lackeys came out of hiding. Dusknoir knew you would try to repair the Temporal Tower, and had been sent by Primal Dialga to stop you from doing so—with incredible power. Though the battle was tough and though Dusknoir was ready to fire the ultimate move, you fought back and triumphed. Your partner then left to start the Rainbow Stoneship, and Dusknoir asked if you and Grovyle were really prepared for what you were about to do. If you changed the past, the future would change—your future, and everything in it, would cease to exist. At that moment you realized what Grovyle had sacrificed by coming to the past like this—what you had sacrificed, before you lost your memory.

The Rainbow Stoneship began to move, and Dusknoir used that opportunity to make one last desperate attack. Grovyle took the damage for you, then seized Dusknoir and pulled them both into the dimensional hole. The future of the planet was now up to you and your partner.



Chapter FINAL The Last Adventure

You climbed the tower, even as it crumbled around you, and eventually reached the Temporal Spire. You were ready to place the Time Gears in the tower, but Dialga, driven mad by the decay of time, stood against you. The final battle began! It might have meant the end for you, but if this world was to have a bright and proper future, you had to make your stand against this Legendary Pokémon!

Continued on page 157

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3

Post-ending Dungeon Walkthrough



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How to Use the Post-Ending Dungeon Walkthrough

Want some help for your continuing post-ending adventures? The following pages include an overview of the post-ending storyline, new dungeon data, and more.

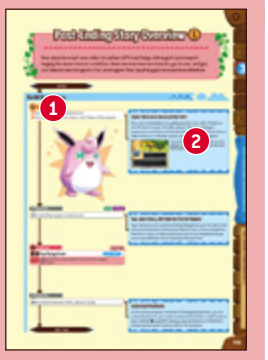
Story Overview

1 EVENT ORDER
A flowchart of the hero's actions, in order, through the course of the story. Where a dungeon name appears, that means that you have to complete the dungeon and achieve a goal there. The symbols are explained below:

Boss — The dungeon's boss Pokémon

Save — Shows where you can save your game at the Kangaskhan Rock

Storage — Shows where you can use Kangaskhan Storage



2 DESCRIPTION
Describes places or events connected to the course of the story.

Dungeon Guide

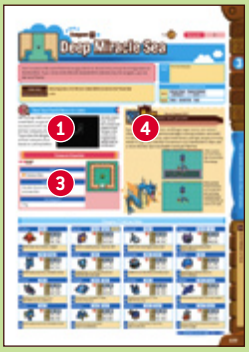
1 WALKTHROUGH GUIDE
Things you may want to know or do before going into the dungeon.

2 POKÉMON TO WATCH OUT FOR
Dungeon Pokémon you should be careful around.

3 TREASURE CHAMBER/TREASURE FLOOR
The layout of Treasure Chambers or floors in the dungeon, items you'll find inside, and what you'll need to acquire them.



4 BOSS GUIDE
Tips for beating the dungeon boss.



*Refer to "How to read the Pre-ending Dungeon Walkthrough" on p.74 for a key to the parts not covered above

Reading the Dungeon Pokémon Distribution Chart

a SHOPKEEPER LEVEL
Level of the Kecleon appearing as shopkeeper in a dungeon shop.

b GENDER
For Pokémon with known gender, shows which gender of Pokémon appears on the dungeon floor

c MONSTER HOUSE/SHOP/TREASURE CHAMBER
M — Monster House S — Shop
TC — Treasure Chamber
A red icon indicates a high chance that one will appear

d LIGHT
Any limits on your vision and ability to spot items, enemy Pokémon (p.47). Symbols are explained below:

None — No limits on visual range

2 — When you're inside a room, everything outside it will look dark. When in a corridor, a spotlight will illuminate the 2 squares ahead of you, but everything else appears dark.

1 — Same as 2, except that the spotlight in corridors will only reach 1 square ahead of you.

e IQ
The IQ of the enemy Pokémon appearing on that floor.

f TERRAIN
Floor's terrain type. This affects Nature Power, Hidden Power, and Camouflage (p.696).

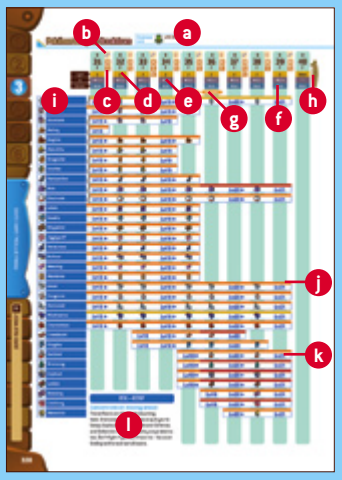
g WEATHER
The weather condition on the floor (p.45). The default is Clear. "Random" means any of the eight kinds of weather could be in effect.

h TREASURE FLOOR
The floor is a treasure floor (p.26).

i POKÉMON NAME
The name of a Pokémon that appears on the floor.

j ENCOUNTER RATE
Shows the frequency with which the Pokémon appears. Red—high, orange—medium, yellow—low.

k LEVEL
The level of the Pokémon on each floor. [▶]means that the Pokémon will appear at that level for all floors thereafter.



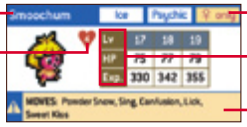
l OTHER
Special information about each floor.

How to Read the Dungeon Pokémon Data

*The Pokémon data given here is distinct from the Dungeon Pokémon Distribution chart.

Name and Type

Chance of being recruited when defeated. The higher the number, the higher the likelihood (maximum is 5). "0" means the Pokémon can only be recruited when certain conditions are met (page 30), and "✕" means that it cannot be recruited when defeated.



♂ only ♀ only means that the Pokémon is male [♂] only or female [♀] only.

Gender ? means that the Pokémon's gender is unknown.

HP at each Level, and base Exp. earned by defeating it (p.50).

Highlights any of the Pokémon's moves or Abilities that could spell trouble for you.

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Post-Ending Story Overview 1

Your adventure isn't over after the defeat of Primal Dialga. Although it continues in largely the same manner as before, there are now new services for you to use, and you can take on new dungeons that are tougher than anything you've experienced before.

ENDING

Guild Graduation

TOWN

- Hear about the guild graduation test
- Talk to Teddiursa and the others in the Treasure Town square



TAKE THE GUILD GRADUATION TEST

Once you've heard about the guild graduation test, talk to Teddiursa and the two Ursaring in the town square. After that, make your preparations and head out to the Mystifying Forest. Note that until you meet Teddiursa in the town square, you can't go to any dungeons.



You can't bring any of your teammates with you on the graduation test. You and your partner must take on the Mystifying Forest by yourselves.

EXPLORATION — Save — Storage

- Arrive at Mystifying Forest entrance

FAIL AND YOU'LL RETURN TO THE ENTRANCE

If you faint or use an Escape Orb in the Mystifying Forest, you'll be taken to the entrance to Mystifying Forest instead of back to town. There's a Kangaskhan Rock there, so you can take any items you want out of Kangaskhan Storage and re-enter the forest without returning to Treasure Town.

DUNGEON p.146

32 Mystifying Forest 1—14F

Boss Wigglytuff, Chatot, Loudred, Corphish, Chimecho, Sunflora, Croagunk, Diglett, Dugtrio

EXPLORATION

- Hear about Evolution at the Luminous Spring

EVOLVING POKÉMON

At the Luminous Spring in the heart of the Mystifying Forest, you can evolve Pokémon on your roster for which the Evolution conditions have been fulfilled (p.35). Stop by if you've maxed out a Pokémon's levels or picked up an Evolution item in the dungeons.

NEXT PAGE

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PREVIOUS PAGE

TOWN

- Graduate from the guild
- Treasure Bag capacity increases to 48 items
- Special Episode 5 "In the Future of Darkness" becomes available
- Talk to Chimecho at the crossroads

THE FOLLOWING DUNGEONS BECOME AVAILABLE:

DUNGEON 64 Zero Isle North	p.295	B1—B75F
DUNGEON 65 Zero Isle East	p.311	B1—B40F
DUNGEON 66 Zero Isle West	p.321	B1—B40F
DUNGEON 67 Zero Isle South	p.331	B1—B99F

THE FOLLOWING DUNGEONS BECOME ACCESSIBLE:

DUNGEON 45 Lake Afar	p.219	B1—B25F
DUNGEON 46 Happy Outlook	p.223	B1—B20F
DUNGEON 47 Mt. Mistral	p.227	1—20F
DUNGEON 48 Shimmer Hill	p.231	1—18F
DUNGEON 49 Lost Wilderness	p.235	B1—B18F
DUNGEON 50 Midnight Forest	p.238	B1—B25F
DUNGEON 51 Labyrinth Cave	p.242	B1—B10F
DUNGEON 68 Zero Isle Center	p.352	B1—B50F
DUNGEON 69 Destiny Tower	p.362	1—99F

THINGS YOU CAN DO AFTER GRADUATING

Once you conquer the Mystifying Forest, you become a guild graduate and earn 10,000 Poké. You and your partner move to Sharpedo Bluff, and so does the bed where you save your game. You can now do the following things as well:

CHANGE YOUR TEAM LEADER

Talk to Chimecho at the crossroads to change your leader at Chimecho Assembly, or take your hero or partner off the team. Your adventures will go much more smoothly if you can fill your team with Pokémon that are effective against the enemies you'll encounter in the dungeons.

ENTER THE MAROWAK DOJO FINAL MAZE

In the Marowak Dojo, there's now a big hole in the wall allowing you access to the Final Maze (p.386). The Final Maze tops out at 48 floors. Beat it and you'll earn a Brown Ribbon from Marowak.

GO FROM TOWN TO THE HOT SPRING

After graduation, you can go straight from town to the Hot Spring. Take a breather from your adventures to go chat with Torkoal, Primeape, and the other Pokémon there.

MEET NEW POKÉMON

Even dungeons you've already visited may now have new Pokémon appearing in them.

POKÉMON WHO APPEAR POST-GRADUATION

Pokémon	Dungeon
Donphan	Crystal Cave B6—B11F
Froslass	Crystal Crossing B9—B13F
Luxio	Far Amp Plains 5—9F
Luxray	Far Amp Plains 5—9F
Phanpy	Amp Plains 1—8F, Ice/Ground Maze
Pichu	Amp Plains 9—10F, Far Amp Plains 1—4F
Pikachu	Amp Plains 9—10F, Far Amp Plains 1—4F
Riolu	Crystal Cave B4—B8F
Shinx	Amp Plains 4—10F, Far Amp Plains 1F

TAKE ON JOBS TO ACCESS NEW DUNGEONS

After graduation, there are nine new dungeons that you access by taking on jobs found at special institutions. The conditions for access to each dungeon are explained below:

SPINDA'S JUICE BAR

When you down a beverage at Spinda's Juice Bar, you'll sometimes gain access to a new dungeon.

DUNGEONS YOU CAN ACCESS THIS WAY

- Happy Outlook
- Lost Wilderness
- Mt. Mistral
- Destiny Tower

RECYCLE SHOP

Make a certain number of trades at the Recycle Shop, and a new dungeon will appear.

DUNGEONS YOU CAN ACCESS THIS WAY

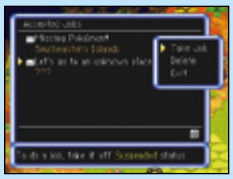
Dungeon	No. of trades
Lake Afar	100
Zero Isle Center	150

TAKING ON JOBS

Once you're above Bronze Rank, you can take on jobs where the location is listed as "???" Activate these jobs to visit new dungeons. One of these jobs takes you to Labyrinth Cave, but it can only be found through Spinda's Juice Bar. Because Togetic is the client, the job won't appear until after you've battled Togetic at Happy Outlook (p.223) or Zero Isle East (p.311).

DUNGEONS YOU CAN ACCESS THIS WAY

- Shimmer Hill
- Labyrinth Cave
- Midnight Forest



The dungeon will remain accessible once you select "Take Job"—even if you just delete the job later.

NEXT PAGE

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PREVIOUS PAGE

Sky Peak

DUNGEON

(Visit any dungeon)

DUNGEON

(Complete at least one job)

TOWN

- Talk to Spinda at Spinda's Café
- Go to Shaymin Village

SHAYMIN VILLAGE

- Talk to Shaymin

DUNGEON

p.151

33 Sky Peak — 40 Floors

Boss Carnivine×5, Muk×3, Grimer×5

- You can now use the Sky Jukebox





EXPLORE DUNGEONS WITH SPECIAL LAYOUTS

Topping out at 40 floors, Sky Peak is a lengthy dungeon. Its setup is rather unusual; you can use a gondola to travel between checkpoints (see p.151 for details). On top of that, some unusual things will happen as you advance through the floors. Shaymin will accompany you on your first time through, so if you have four team members, visit the Assembly Post in town to reduce your team to three.

HELP OUT HERACROSS

Give an Oran Berry to the Heracross at the 1st Station, and it will give you an Escape Orb (first time only).

SHAYMIN'S DELIVERY SERVICE OPENS

After you've made it to the 3rd Station, Shaymin's Delivery Service, a place for sending Sky Gifts, opens in Shaymin Village (p.38).

RECEIVE A GIFT FROM PACHIRISU

After you've spoken to Shaymin at the 3rd Station, talk to the Pachirisu next to it to receive a Sky Gift (first time only).

SERVICES YOU CAN USE IN SHAYMIN VILLAGE

- **Shaymin's Delivery Service**
- **Drifblim's Gondola**

*You can use Drifblim's Gondola after you've arrived at the 2nd Station, and Shaymin's Delivery Service opens after you arrive at the 3rd Station.

RETURN TO SHAYMIN VILLAGE OR SKY PEAK, AND...

Visit Shaymin Village after beating Sky Peak and talk to the Shaymin near the middle of town to receive a Gracidea. On Sky Peak, you can receive a Sky Gift from Ampharos at Sky Peak's 8th Station, and recruit Shaymin at the summit. You can sometimes meet Pokémon and get items from them at the station checkpoints (p.151).

CONTINUED ON P.158

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Dungeon 32 Mystifying Forest

Total 14 F

Replayable Y

This is the first of the post-ending dungeons you can take on. Mystifying Forest's most unique feature is that your foes will include other Pokémon that were candidates to be the hero, such as Bulbasaur and Chikorita.

Special Rules
- Only the hero and partner can enter on your first visit
- Cannot recruit Pokémon until after you beat the dungeon

Special Rooms and Terrain

Room	Monster House (All floors)	Shop (All floors)		
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

Initial Goal Defeat the grand master of all things bad and his lackeys in the Clearing (14F) and pass the test

Recommended Level Lv43+

Tip Prepare for the Final Battle on 14F

In the final battle on 14F, have your hero and partner both fight using linked moves, so that you can knock out each of the Pokémon (besides Wigglytuff) in a single turn. You should take along more Oran Berries, Reviver Seeds, and Max Elixirs than you would normally bring, too.



The battle on the final floor will be much harder if your moves become delinked, so don't be stingy with the Max Elixirs.

Feature 14 Randomly Chosen Pokémon Species Appear

More than 30 different kinds of Pokémon can appear in floors 1 through 13 of this dungeon. But out of those 30, only 14 randomly selected Pokémon will actually appear on any given floor. It's not just the Mystifying Forest that's set up this way; the same rule applies to all dungeons that have more than 15 Pokémon listed as appearing on a floor.



You can check which enemy Pokémon are on the floor by using the Recruitment Search screen under the Other menu.

Boss ▸▸ Mystifying Forest Clearing (14F)

Start by knocking out Chatot, Loudred, and Sunflora

Wigglytuff, Chatot, Loudred, Corphish, Chimecho, Sunflora, Croagunk, Diglett, Dugtrio



Wigglytuff's HP is in a completely different league from that of the others, so it'll take time to knock Wigglytuff out. The recommended strategy is to immediately hit Wigglytuff with a Stun Seed or an X-Eye Seed to keep it from acting. Then, use this opportunity to defeat the other foes first. Start with Chatot and Loudred, whose moves can inflict Confused status, and Sunflora, who can deal heavy damage with its Petal Dance. Once you've cleared the deck, get a safe distance away from Wigglytuff and lob items and long-range moves at it.



Diglett and Dugtrio will sometimes do damage to their own allies by using Magnitude.



Attack Wigglytuff from a distance, and you can do lots of damage before it can even approach you.



Pokémon To Watch For



Stunky 1—13F
Explodes when it faints



Skuntank 1—13F
Has the same Ability as Stunky

Both Pokémon have the Aftermath Ability, so they can explode once they lose all their HP. You run a high risk of taking major damage if you're standing next to one when you defeat it. But battling them will be no sweat if you take them out from a distance, using throwing items and long-range moves.



When you're right next to the enemy, minimize casualties by having your leader step away from the foe.



Grotle 1—13F
Absorbs opponents' HP



Torterra 1—13F
Even stronger than Grotle



Ivysaur 1—13F
Has high stats across the board



Bayleef 1—13F
Specializes in defensive moves

These four Pokémon are evolved forms of hero candidate Pokémon, with higher stats than the other foes. Use paralyzing moves and linked moves when battling them, and don't give them a chance to recover HP.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1–5F) / Lv43 (6–9F) / Lv44 (10–13F)

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S	6 F ♀ M S	7 F ♂ M S	8 F ♀ M S	9 F ♂ M S	10 F ♀ M S
Light	None	None	None	None	None	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field
			Fog		Fog			Cloudy	Cloudy	
Eevee	Lv9 ▶					Lv10 ▶				Lv11 ▶
Weepinbell	Lv40 ▶					Lv41 ▶				Lv42 ▶
Aipom	Lv14 ▶					Lv15 ▶				Lv16 ▶
Spearow	Lv12 ▶					Lv13 ▶				Lv14 ▶
Wurmple	Lv15 ▶					Lv16 ▶				Lv17 ▶
Gulpin	Lv10 ▶					Lv11 ▶				Lv12 ▶
Nuzleaf	Lv11 ▶					Lv12 ▶				Lv13 ▶
Rattata	Lv13 ▶					Lv14 ▶				Lv15 ▶
Venonat	Lv12 ▶					Lv13 ▶				Lv14 ▶
Munchlax	Lv5 ▶					Lv6 ▶				Lv7 ▶
Skuntank	Lv40 ▶					Lv41 ▶				Lv42 ▶
Stunky	Lv13 ▶					Lv14 ▶				Lv15 ▶
Scyther	Lv20 ▶					Lv21 ▶				Lv22 ▶
Seedot	Lv8 ▶					Lv9 ▶				Lv10 ▶
Exeggcute	Lv10 ▶					Lv11 ▶				Lv12 ▶
Chikorita	Lv5 ▶					Lv6 ▶				Lv7 ▶
Koffing	Lv13 ▶					Lv14 ▶				Lv15 ▶
Torterra	Lv40 ▶					Lv41 ▶				Lv42 ▶
Metapod	Lv40 ▶					Lv41 ▶				Lv42 ▶
Turtwig	Lv5 ▶					Lv6 ▶				Lv7 ▶
Nidoran ♂	Lv40 ▶					Lv41 ▶				Lv42 ▶
Nidoran ♀	Lv40 ▶					Lv41 ▶				Lv42 ▶
Grotle	Lv38 ▶					Lv39 ▶				Lv40 ▶
Bidoof	Lv10 ▶					Lv11 ▶				Lv12 ▶
Teddiursa	Lv15 ▶					Lv16 ▶				Lv17 ▶
Ivysaur	Lv40 ▶					Lv41 ▶				Lv42 ▶
Bulbasaur	Lv5 ▶					Lv6 ▶				Lv7 ▶
Flygon	Lv40 ▶					Lv41 ▶				Lv42 ▶
Bayleef	Lv38 ▶					Lv39 ▶				Lv40 ▶
Bellsprout	Lv15 ▶					Lv16 ▶				Lv17 ▶
Raticate	Lv42 ▶					Lv43 ▶				Lv44 ▶
Roselia	Lv40 ▶					Lv41 ▶				Lv42 ▶
Kricketot			Lv8 ▶			Lv9 ▶				
Celebi (*1)										Lv44

*1— Only appears once certain conditions are met (p.31)

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv44 (10–13F)

	11 F ♂ M S	12 F ♀ M S	13 F ♂ M S
Light	2	2	2
IQ	★1.5	★1.5	★1.5
Terrain	Field	Field	Field
Eevee			
Weepinbell			
Aipom			
Spearow			
Wurmple			
Gulpin			
Nuzleaf			
Rattata			
Venonat			
Munchlax			
Skuntank			
Stunky			
Scyther			
Seedot			
Exeggcute			
Chikorita			
Koffing			
Torterra			
Metapod			
Turtwig			
Nidoran♂			
Nidoran♀			
Grotle			
Bidoof			
Teddiursa			
Ivysaur			
Bulbasaur			
Flygon			
Bayleef			
Bellsprout			
Raticate			
Roselia			
Darkrai (*1)			Lv53

*1— Only appears once certain conditions are met (p.31)

	CLEARING (*2) M S
Light	None
IQ	★1.5
Terrain	Sand
Wigglytuff	Lv50
Chatot	Lv45
Loudred	Lv35
Corphish	Lv35
Chimecho	Lv35
Sunflora	Lv35
Croagunk	Lv35
Diglett	Lv35
Dugtrio	Lv35

* The Pokémon you battle in the Clearing (14F) won't reappear after you've defeated them

*2— Chimecho and Sunflora are ♀, all others are ♂



Dungeon Pokémon Data

Eevee — Normal



	Lv	HP	Exp.
5	9	44	16
	10	46	17
	11	48	18

MOVES: Helping Hand, Tackle, Sand-Attack
ABILITY: Adaptability

Weepinbell — Grass / Poison



	Lv	HP	Exp.
6	40	36	107
	41	36	110
	42	37	112

MOVES: Sleep Powder, Stun Spore, Razor Leaf, Acid

Aipom — Normal



	Lv	HP	Exp.
4	14	54	287
	15	55	300
	16	56	312

MOVES: Astonish, Baton Pass, Scratch, Sand-Attack, Tickle

Spearow — Normal / Flying



	Lv	HP	Exp.
5	12	56	134
	13	59	140
	14	62	147

MOVES: Fury Attack, Pursuit, Peck, Growl, Leer

Wurmple — Bug



	Lv	HP	Exp.
4	15	22	33
	16	23	35
	17	24	36

MOVES: Bug Bite, Poison Sting, String Shot, Tackle
ABILITY: Shield Dust

Gulpin — Poison



	Lv	HP	Exp.
4	10	58	98
	11	60	104
	12	62	109

MOVES: Yawn, Poison Gas, Pound
ABILITIES: Liquid Ooze, Sticky Hold

Nuzleaf — Grass / Dark



	Lv	HP	Exp.
7	11	52	96
	12	54	100
	13	56	105

MOVES: Razor Leaf, Nature Power, Pound, Growth

Rattata — Normal



	Lv	HP	Exp.
5	13	55	48
	14	57	50
	15	59	52

MOVES: Quick Attack, Bite, Focus Energy, Pursuit, Tackle

Venonat — Bug / Poison



	Lv	HP	Exp.
5	12	60	37
	13	63	39
	14	66	41

MOVES: Confusion, Supersonic, Disable, PoisonPowder, Tackle

Munchlax — Normal



	Lv	HP	Exp.
5	5	52	9
	6	55	10
	7	58	11

MOVES: Metronome, Tackle, Odor Sleuth
ABILITY: Thick Fat

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Dungeon Pokémon Data

Skuntank
Poison | Dark

Lv	40	41	42
HP	87	90	93
Exp.	617	630	642

MOVES: Fury Swipes, Memento, Screech
ABILITY: Aftermath

Stunky
Poison | Dark

Lv	13	14	15
HP	45	46	46
Exp.	253	264	276

MOVES: Fury Swipes, Screech, Focus Energy
ABILITY: Aftermath

Scyther
Bug | Flying

Lv	20	21	22
HP	64	67	70
Exp.	255	264	272

MOVES: False Swipe, Agility, Vacuum Wave, Quick Attack

Seedot
Grass

Lv	8	9	10
HP	47	49	51
Exp.	30	32	34

MOVES: Bide, Growth, Harden
ABILITY: Early Bird

Exeggcute
Grass | Psychic

Lv	10	11	12
HP	18	19	21
Exp.	58	62	65

MOVES: Barrage, Hypnosis, Leech Seed, Reflect

Chikorita
Grass

Lv	5	6	7
HP	47	48	50
Exp.	9	10	11

MOVES: Razor Leaf, Tackle, Growl
ABILITY: Overgrow

Koffing
Poison

Lv	13	14	15
HP	73	74	75
Exp.	187	195	204

MOVES: Smog, Assurance, SmokeScreen, Poison Gas, Tackle

Torterra
Grass | Ground

Lv	40	41	42
HP	125	126	127
Exp.	529	540	550

MOVES: Earthquake, Razor Leaf, Bite, Synthesis, Mega Drain

Metapod
Bug

Lv	40	41	42
HP	64	65	66
Exp.	63	65	66

MOVES: Harden
ABILITIES: Shed Skin

Turtwig
Grass

Lv	5	6	7
HP	40	43	45
Exp.	9	10	11

MOVES: Tackle, Withdraw

Nidoran ♂
Poison | ♂ only

Lv	40	41	42
HP	122	124	126
Exp.	29	30	30

MOVES: Fury Attack, Double Kick, Poison Jab, Poison Sting, Flatter, Helping Hand

Nidoran ♀
Poison | ♀ only

Lv	40	41	42
HP	119	121	123
Exp.	24	25	25

MOVES: Fury Swipes, Double Kick, Crunch, Poison Sting, Bite

Grotle
Grass

Lv	38	39	40
HP	123	124	125
Exp.	65	67	68

MOVES: Razor Leaf, Bite, Synthesis, Mega Drain, Absorb

Bidoof
Normal

Lv	10	11	12
HP	48	50	52
Exp.	226	238	249

MOVES: Tackle, Growl, Defense Curl
ABILITY: Simple

Teddiursa
Normal

Lv	15	16	17
HP	41	42	43
Exp.	120	125	130

MOVES: Fury Swipes, Lick, Fake Tears, Covet, Faint Attack

Ivysaur
Grass | Poison

Lv	40	41	42
HP	120	121	122
Exp.	151	155	158

MOVES: Sleep Powder, Razor Leaf, Synthesis, Double-Edge

Bulbasaur
Grass | Poison

Lv	5	6	7
HP	32	35	37
Exp.	9	10	11

MOVES: Leech Seed, Tackle, Growl
ABILITY: Overgrow

Flygon
Ground | Dragon

Lv	40	41	42
HP	96	98	100
Exp.	411	420	428

MOVES: Screech, DragonBreath, Supersonic, SonicBoom

Bayleef
Grass

Lv	38	39	40
HP	129	130	132
Exp.	286	292	298

MOVES: Razor Leaf, Body Slam, Synthesis, PoisonPowder

Bellsprout
Grass | Poison

Lv	15	16	17
HP	18	19	19
Exp.	14	15	15

MOVES: Sleep Powder, Stun Spore, PoisonPowder, Vine Whip, Wrap

Raticate
Normal

Lv	42	43	44
HP	118	120	122
Exp.	459	468	477

MOVES: Super Fang, Endeavor, Sucker Punch, Quick Attack

Roselia
Grass | Poison

Lv	40	41	42
HP	123	125	127
Exp.	137	140	142

MOVES: Petal Dance, Stun Spore, GrassWhistle, Poison Sting, Toxic

Kricketot
Bug

Lv	8	9
HP	25	26
Exp.	34	36

MOVES: Bide, Growl
ABILITY: Shed Skin

Celebi
Psychic | Grass | Gender ?

Lv	44
HP	134
Exp.	630

MOVES: AncientPower, Confusion, Recover, Leech Seed

Darkrai
Dark | Gender ?

Lv	53
HP	116
Exp.	892

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack

Wigglytuff
Normal

Lv	50
HP	?
Exp.	0

MOVES: DoubleSlap, Sing, Disable
ABILITY: Cute Charm

Chatot
Normal | Flying

Lv	45
HP	?
Exp.	0

MOVES: Fury Attack, Mirror Move, Sing, Chatter, Mimic

Loudred
Normal

Lv	35
HP	?
Exp.	0

MOVES: Stomp, Bite, Astonish, Supersonic, Pound

Corphish
Water

Lv	35
HP	?
Exp.	0

MOVES: BubbleBeam, Bubble, Night Slash, Protect, Taunt, ViceGrip

Chimecho
Psychic

Lv	35
HP	?
Exp.	0

MOVES: Psywave, Confusion, Astonish, Yawn, Double-Edge

Sunflora
Grass

Lv	35
HP	?
Exp.	0

MOVES: Bullet Seed, Petal Dance, GrassWhistle, Razor Leaf

Croagunk
Poison | Fighting

Lv	35
HP	?
Exp.	0

MOVES: Sucker Punch, Mud Bomb, Mud-Slap, Poison Sting, Astonish, Swagger

Diglett
Ground

Lv	35
HP	?
Exp.	0

MOVES: Magnitude, Earth Power, Sucker Punch, Mud Bomb

Dugtrio
Ground

Lv	35
HP	?
Exp.	0

MOVES: Magnitude, Earth Power, Sucker Punch, Mud Bomb



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Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	—	(*1)
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Lockon Specs	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	(*1)
Gravelerock	All Floors	—
Iron Thorn	All Floors	(*1)
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	(*1)
Big Apple	—	(*1)
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	(*1)
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	(*1)
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	(*1)
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	(*1)
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	(*1)
Blinker Seed	All Floors	—
Cheri Berry	All Floors	(*1)
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Heal Seed	—	(*1)
Oran Berry	All Floors	(*1)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*1)
Pure Seed	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	(*1)
Reviser Seed	All Floors	(*1)
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*1)
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	(*1)
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	(*1)
Bulk Up	All Floors	—
Bullet Seed	All Floors	(*1)
Calm Mind	All Floors	(*1)
Captivate	All Floors	—
Dig	All Floors	(*1)
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	(*1)
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	(*1)
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	(*1)
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	(*1)
Giga Impact	All Floors	(*1)
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	(*1)
Hyper Beam	All Floors	(*1)
Ice Beam	All Floors	—
Iron Tail	All Floors	(*1)
Light Screen	All Floors	(*1)
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	(*1)
Poison Jab	All Floors	(*1)
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	(*1)
Reflect	All Floors	(*1)
Rest	All Floors	(*1)
Return	All Floors	—
Roar	All Floors	(*1)
Rock Polish	All Floors	—
Rock Slide	All Floors	(*1)
Roost	All Floors	(*1)
Safeguard	All Floors	(*1)
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	(*1)
Shock Wave	All Floors	(*1)
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	(*1)
Stealth Rock	All Floors	(*1)
Steel Wing	All Floors	(*1)
Swords Dance	All Floors	(*1)
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	(*1)
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	(*1)
Water Pulse	All Floors	—
Wide Slash	All Floors	(*1)
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	(*1)
Cleanse Orb	All Floors	—
Decoy Orb	All Floors	—
Drought Orb	—	(*1)
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	(*1)
Identify Orb	All Floors	—
Lob Orb	All Floors	—
Longtoss Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
Mug Orb	All Floors	—
One-Shot Orb	—	(*1)
Petrify Orb	All Floors	(*1)
Pounce Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rocky Orb	All Floors	—
Rollcall Orb	All Floors	(*1)
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	—
Sizebust Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Snatch Orb	All Floors	—
Stairs Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	(*1)

Evolution Items

Name	Floor	Shop
Fire Stone	—	(*2)
King's Rock	—	(*2)
Leaf Stone	—	(*2)
Link Cable	—	(*2)
Metal Coat	—	(*2)
Moon Stone	—	(*2)
Sun Stone	—	(*2)
Thunderstone	—	(*2)
Water Stone	—	(*2)

Trick Boxes

Name	Floor	Shop
Link Box	—	(*1)

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

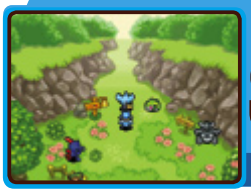
Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	

*1— 1-4, 6, 8, 10, 12F *2— 5, 7, 9, 11, 13F

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 33 Sky Peak

Total 40 F

Replayable Y

This dungeon winds its way up a tall mountain, with lots of checkpoints and several floors with unusual layouts. It's the only place you can get your hands on a Sky Gift.

Initial Goal Reach Sky Peak Summit (Sky Peak Summit Pass 6F) and defeat Muk's group

Recommended Level Lv44+

Special Rules
- No Friend Rescues

Special Rooms and Terrain

Room	Monster House (*1)	Shop (All floors)		
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

*1— 2nd Station Pass 3F – Sky Peak Summit Pass 5F

Feature Frequent checkpoints

The diagram below shows how Sky Peak is organized: every 3 to 5 floors, you'll find a numbered station. Your HP, PP, and Belly are fully replenished at each station, so you can freely battle on the floors between them. The services you can use at each of these points are shown in the chart to the lower right. At even-numbered stations, you can use Kangaskhan Storage. You can also use Drifblim's Gondola to travel freely between gondola stations up to the 6th Station.

Sky Peak Layout

Shaymin Village
↓
1st Station Pass (1–3F)
↓
1st Station
↓
2nd Station Pass (1–3F)
↓
2nd Station
↓
⋮
↓
9th Station
↓
Sky Peak Summit Pass (1–5F)
↓
Sky Peak Summit



On your first visit, the 5th Station is a boss battle, but it becomes a rest stop after you've defeated the boss.



Drifblim's Gondola can only take you to gondola stations or other areas you've been before.

What You Can Do at Shaymin Village and the Stations

Location	Save Game	Kangaskhan Storage	Drifblim's Gondola
Shaymin Village	○	○	○
1st Station	○	×	×
2nd Station	○	○	○
3rd Station	○	×	×
4th Station	○	○	○
5th Station	×	×	×
6th Station	○	○	○
7th Station	○	×	×
8th Station	○	○	×
9th Station	○	×	×

Tip Shaymin Accompanies You the First Time Through

On your first time through Sky Peak, Shaymin will join your team as a guide until you complete the dungeon. Shaymin has attacks like Magical Leaf and can also recover HP using Synthesis, but its overall level isn't that strong. As you explore, be sure to shield Shaymin from attack.



Each time you visit a floor, Shaymin's Acute Sniffer IQ Skill tells you if there are any items on the floor.

Boss 5th Station (5th Station Pass 5F)

Assist Team Frontier in battle

Carnivine ×5

When the battle begins, your team members will be in formation, behind where Team Frontier (Machoke, Mawile, Breloom) is facing off with the Carnivine. Breloom is the strongest member of the team, so stand to its right and battle alongside it. Even if you lose to the Carnivine, you won't fail the mission.



Toss Breloom an Oran Berry if it starts taking a lot of damage.



Boss Sky Peak Summit (Sky Peak Summit Pass 6F)

First, stop your foes from moving and attacking

Muk ×3, Grimer ×5

Just as you did at the 5th Station, you'll join forces with Team Frontier. However, here you'll start out surrounded by enemies. Both Muk and Grimer are powerful foes, so use status-inflicting moves and items to thin their numbers as you battle. A good strategy is to give your team members Stun Seeds so they can throw the seeds at your opponents. If you have moves that affect the entire room, like Discharge and Spore, make heavy use of them here.



Expect the Muk to use Sludge Bomb right from the beginning.



If you have three team members, have Shaymin switch places with your leader so you can protect it.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1st Station Pass 1F – 2nd Station Pass 2F) / Lv43 (2nd Station Pass 3F – 3rd Station Pass 3F)

1st Station Pass

	1F ♂ S	2F ♀ S	3F ♂ S
Light	None	None	None
IQ	★1.5	★1.5	★1.5
Terrain	Field	Field	Field
Metapod	Lv40 ▶		
Weepinbell	Lv40 ▶		
Torterra	Lv40 ▶		
Ivysaur	Lv40 ▶		
Flygon	Lv40 ▶		
Bayleef	Lv38 ▶		
Raticate	Lv42 ▶		
Roselia	Lv40 ▶		
Skuntank	Lv40 ▶		

COMPANION POKÉMON: Shaymin — Gender ?
- Level: 55
- HP: 84
- Attack: 64
- Defense: 64
- Sp. Attack: 64
- Sp. Defense: 64

2nd Station Pass

	1F ♂ S	2F ♀ S	3F ♂ M S
Light	None	None	None
IQ	★1.5	★1.5	★1.5
Terrain	Field	Field	Field
Metapod	Lv40 ▶		Lv41
Weepinbell	Lv40 ▶		Lv41
Torterra	Lv40 ▶		Lv41
Ivysaur	Lv40 ▶		Lv41
Flygon	Lv40 ▶		Lv41
Bayleef	Lv38 ▶		Lv39
Rattata	Lv42 ▶		Lv43
Roselia	Lv40 ▶		Lv41
Skuntank	Lv40 ▶		Lv41

3rd Station Pass

	1F ♂ M S	2F ♀ M S	3F ♂ M S
Light	None	None	None
IQ	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock
Metapod	Lv41 ▶		
Weepinbell	Lv41 ▶		
Torterra	Lv41 ▶		
Ivysaur	Lv41 ▶		
Flygon	Lv41 ▶		
Bayleef	Lv39 ▶		
Raticate	Lv43 ▶		
Roselia	Lv41 ▶		
Skuntank	Lv41 ▶		

Pokémon To Watch For

Roselia (*1)
Inflicts Badly Poisoned status

Skuntank (*2)
Uses moves like Toxic

Both of these Pokémon can use Toxic to badly poison you. On top of that, Roselia's Petal Dance can attack several times in a row, and Skuntank's Memento can greatly lower your Attack and Sp. Attack. So use thrown items and whatever else you need to defeat them before they use their deadly moves.



Remember to bring some Pecha Berries in case you get Badly Poisoned.

*1— 1st Station Pass 1F–6th Station Pass 3F
*2— 1st Station Pass 1F–8th Station Pass 1F

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4th Station Pass

	1F ♂ M S	2F ♀ M S	3F ♂ M S
Light	None	None	None
IQ	★1.5	★1.5	★1.5
Terrain	Field	Field	Field
Metapod	Lv42 ▶		
Weepinbell	Lv42 ▶		
Torterra	Lv42 ▶		
Ivysaur	Lv42 ▶		
Flygon	Lv42 ▶		
Bayleef	Lv40 ▶		
Raticate	Lv44 ▶		
Roselia	Lv42 ▶		
Skuntank	Lv42 ▶		
Hitmonchan	Lv42 ▶		
Bibarel		Lv42 ▶	
Primeape		Lv42 ▶	
Ursaring		Lv42 ▶	



5th Station Pass

	1F ♂ M S	2F ♀ M S	3F ♂ M S	4F ♀ M S
Light	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field
Metapod	Lv42 ▶			
Weepinbell	Lv42 ▶			
Torterra	Lv42 ▶			
Ivysaur	Lv42 ▶			
Flygon	Lv42 ▶			
Bayleef	Lv40 ▶			
Raticate	Lv44 ▶			
Roselia	Lv42 ▶			
Skuntank	Lv42 ▶			
Hitmonchan	Lv42 ▶			
Bibarel	Lv42 ▶			
Primeape	Lv42 ▶			
Ursaring	Lv42 ▶			
Fearow				Lv42

	5TH STATION ♂
Light	None
IQ	★1.5
Terrain	Field
Carnivine (*1)	Lv40

*1— Does not reappear after you defeat it

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Shopkeeper Level		
	Lv45 (6th Station Pass 4F – 7th Station Pass 4F) Lv45 (8th Station Pass 1F – 9th Station Pass 2F)	Lv46 (9th Station Pass 3F – Sky Peak Summit Pass 5F)

6th Station Pass

	1F ♂ M	1F ♀ S	2F ♂ M	2F ♀ S	3F ♂ M	3F ♀ S	4F ♂ M	4F ♀ S
Light	None		None		None		None	
IQ	★1.5		★1.5		★1.5		★1.5	
Terrain	Rock		Rock		Rock		Rock	
Weepinbell	Lv42 ▶							
Torterra	Lv42 ▶							
Ivysaur	Lv42 ▶							
Flygon	Lv42 ▶							
Bayleef	Lv40 ▶							
Raticate	Lv44 ▶							
Roselia	Lv42 ▶							
Skuntank	Lv42 ▶						Lv43	
Hitmonchan	Lv42 ▶						Lv43	
Bibarel	Lv42 ▶						Lv43	
Primeape	Lv42 ▶						Lv43	
Ursaring	Lv42 ▶						Lv43	
Fearow	Lv42 ▶						Lv43	
Furret							Lv43	

7th Station Pass

	1F ♂ M	1F ♀ S	2F ♂ M	2F ♀ S	3F ♂ M	3F ♀ S	4F ♂ M	4F ♀ S
Light	2		2		2		2	
IQ	★1.5		★1.5		★1.5		★1.5	
Terrain	Snowfield		Snowfield		Snowfield		Snowfield	
Skuntank	Lv43 ▶							
Hitmonchan	Lv43 ▶							
Bibarel	Lv43 ▶							
Primeape	Lv43 ▶							
Ursaring	Lv43 ▶							
Fearow	Lv43 ▶							
Furret	Lv43 ▶							

6th Station Pass 4F

Fewer species of dungeon Pokémon

Up until now, Grass-type Pokémon made up about half of the Pokémon foes you encountered, but they'll stop appearing after this point. From here on in, enemy Pokémon mainly use Normal- and Fighting-type moves, so take the gondola from the 6th Station back to Shaymin Village and swap in a Ghost-type Pokémon as your leader. This will greatly reduce the amount of damage you'll receive from here on out.





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8th Station Pass

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S
Light	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5
Terrain	Snowfield	Snowfield	Snowfield	Snowfield
Skuntank	Lv43			
Hitmonchan	Lv43 ▶			
Bibarel	Lv43 ▶			
Primeape	Lv43 ▶			
Ursaring	Lv43 ▶			
Fearow	Lv43 ▶			
Furret	Lv43 ▶			
Marowak	Lv43 ▶			
Shedinja	Lv45 ▶			

8th Station Pass 4F

Make thorough preparations

Once you complete this floor, you'll arrive at the 8th Station. This is the last station where you can use Kangaskhan Storage. Store any items you don't need for dungeon exploration, then take out useful items to prepare for the Monster House that's likely to appear on Sky Peak Summit Pass 1F, and the boss Pokémon you'll face on the summit.



9th Station Pass

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S
Light	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock
Hitmonchan	Lv43 ▶		Lv44 ▶		
Bibarel	Lv43 ▶				
Primeape	Lv43 ▶		Lv44 ▶		
Ursaring	Lv43 ▶		Lv44 ▶		
Fearow	Lv43 ▶		Lv44 ▶		
Furret	Lv43 ▶		Lv44 ▶		
Marowak	Lv43 ▶		Lv44 ▶		
Shedinja	Lv45 ▶		Lv46 ▶		



Sky Peak Summit Pass

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S
Light	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock
		Random			
Hitmonchan	Lv44 ▶				
Primeape	Lv44 ▶				
Ursaring	Lv44 ▶				
Fearow	Lv44 ▶				
Furret	Lv44 ▶				
Marowak	Lv44 ▶				
Shedinja	Lv46 ▶				

	SKY PEAK SUMMIT ♂
Light	None
IQ	★1.5
Terrain	Pond
Muk (*1)	Lv44
Grimer (*1)	Lv43

(*1) Does not reappear after you defeat it

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Metapod — Bug



	Lv	HP	Exp.
0	40	64	63
	41	65	65
	42	66	66

MOVE: Harden
ABILITY: Shed Skin

Bayleef — Grass



	Lv	HP	Exp.
0	38	129	286
	39	130	292
	40	132	298

MOVES: Razor Leaf, Body Slam, Synthesis

Bibarel — Normal / Water



	Lv	HP	Exp.
2	42	110	484
	43	111	494

MOVES: Rollout, Super Fang, Hyper Fang, Headbutt, Yawn

Marowak — Ground



	Lv	HP	Exp.
0	43	97	655
	44	98	667

MOVES: Bone Rush, Bonemerang, False Swipe
ABILITY: LightningRod

Weepinbell — Grass / Poison



	Lv	HP	Exp.
0	40	36	107
	41	36	110
	42	37	112

MOVES: Sleep Powder, Stun Spore, Razor Leaf, Acid

Raticate — Normal



	Lv	HP	Exp.
0	42	118	459
	43	120	468
	44	122	477

MOVES: Super Fang, Endeavor, Sucker Punch, Quick Attack

Primeape — Fighting



	Lv	HP	Exp.
0	42	114	657
	43	117	670
	44	120	683

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop

Shedinja — Bug / Ghost — Gender ?



	Lv	HP	Exp.
0	45	10	10
	46	10	11

MOVES: Fury Swipes, Spite, Grudge
ABILITY: Wonder Guard

Torterra — Grass / Ground



	Lv	HP	Exp.
0	40	125	529
	41	126	540
	42	127	550

MOVES: Earthquake, Razor Leaf, Bite, Synthesis, Mega Drain

Roselia — Grass / Poison



	Lv	HP	Exp.
4	40	123	137
	41	125	140
	42	127	142

MOVES: Petal Dance, Stun Spore, GrassWhistle, Poison Sting, Toxic

Ursaring — Normal



	Lv	HP	Exp.
0	42	118	479
	43	120	488
	44	122	498

MOVES: Fury Swipes, Lick, Slash, Fake Tears, Covet

Carnivine — Grass



	Lv	HP	Exp.
x	40	?	0

MOVES Crunch, Bite, Spit Up, Bind, Stockpile

Ivysaur — Grass / Poison



	Lv	HP	Exp.
0	40	120	151
	41	121	155
	42	122	158

MOVES: Sleep Powder, Razor Leaf, Synthesis, Double-Edge

Skuntank — Poison / Dark



	Lv	HP	Exp.
1	40	87	617
	41	90	630
	42	93	642
	43	95	655

MOVES: Fury Swipes, Memento, Screech
ABILITY: Aftermath

Furret — Normal



	Lv	HP	Exp.
0	43	101	400
	44	102	408

MOVES: Fury Swipes, Sucker Punch, Quick Attack, Helping Hand

Muk — Poison



	Lv	HP	Exp.
x	44	?	0

MOVES: Screech, Sludge Bomb, Mud Bomb, Mud-Slap

Flygon — Ground / Dragon



	Lv	HP	Exp.
0	40	96	411
	41	98	420
	42	100	428

MOVES: Screech, DragonBreath, Supersonic, SonicBoom

Hitmonchan — Fighting (♂ only)



	Lv	HP	Exp.
0	42	112	479
	43	112	488
	44	113	498

MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch

Fearow — Normal / Flying



	Lv	HP	Exp.
0	42	118	351
	43	119	358
	44	120	365

MOVES: Fury Attack, Pluck, Mirror Move, Agility

Grimer — Poison



	Lv	HP	Exp.
x	43	?	0

MOVES: Screech, Sludge Bomb, Mud Bomb, Mud-Slap

Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	—	All Floors
Insomniscope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	All Floors	—
Iron Thorn	All Floors	All Floors

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gravelyrock	All Floors	—

Gummi

Name	Floor	Shop
Blue Gummi	—	All Floors
Grass Gummi	—	All Floors
Orange Gummi	—	All Floors
White Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	—
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Heal Seed	—	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	—	All Floors
Decoy Orb	All Floors	—
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	—	All Floors
Luminous Orb	All Floors	—
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rollcall Orb	—	All Floors
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Boxes

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Sky Gift	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Continued from p.140

TEAM POKÉPALS Friendship Adventure Chronicles

Guild Graduation

One day, several months after the events at the Temporal Tower...

Your team was enthusiastic as always about your guild training, and talk of graduation was in the air. The two of you had prevented the planet's paralysis, your accomplishments were being recognized, and it was clear that you had the chops to surpass your seniors in the guild. However, the Wigglytuff Guild's graduation test was famous for its difficulty. Loudred failed it the previous year and still shivered at the mere memory.

To pass the test, you had to venture to the heart of the Mystifying Forest, where a grand master of all things bad was waiting, and retrieve a treasure from the Luminous Spring. Your partner felt very uneasy after hearing about this villain, but you couldn't turn back after earning the right to take this test and gain recognition as a full-fledged exploration team. You and your partner finished your preparations and set out for the Mystifying Forest.





Sky Peak



A new business, Spinda's Café, opened up in Treasure Town and offered a promotional service called Project P. There, you could recycle surplus items from your explorations to open up new, unexplored dungeons. Thanks to the eager participation of explorers, a route was finally discovered that led to Sky Peak, a towering mountain in the east.

You immediately jumped on this chance, going to the hidden village at the base of the mountain to plan the next leg of your journey. The Shaymin who lived there could act as guides for you. But a landslide blocked the path some time ago, and Sky Peak had long been inaccessible. You asked a Shaymin you'd met in the village to be your guide, then began the climb up the mountain—a climb so long it felt as if you could reach the heavens themselves.

Rumors spoke of an unimaginable treasure on the distant summit. Could your team pull off the ascent and find it?

Continued on p.190

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Post-Ending Story Overview ②

You'll be battling lots of Water- and Ice-type Pokémon until you complete Deep Miracle Sea. There will also be a point at which you need Blue Gummis to advance the story, so if you have any, keep them but don't use them.

CONTINUED FROM P.145

Scizor the Explorer

DUNGEON
(Visit any dungeon)

TOWN
● Talk to Mr. Mime at the crossroads

TALK TO MR. MIME

Talk to Mr. Mime at the crossroads, and it will tell you about the famous explorer Scizor. Once you hear the story, you'll be able to go to Blizzard Island, where Scizor ran into trouble.

DUNGEON p.161
34 Blizzard Island 1—20F

EXPLORATION Save Storage
● Arrive at Crevice Cave entrance

YOU CAN GO TO TOWN

You'll go straight from Blizzard Island to Crevice Cave. Use Kangaskhan Storage to make sure your inventory is in tip-top shape, because you'll be facing a Froslass boss at Lower Crevice Cave. After you've finished Blizzard Island, you can go directly to Crevice Cave from Treasure Town.



If you want to buy items or link moves, go south from the entrance and make a pit stop back in town.

DUNGEON p.164
35-1 Crevice Cave B1—B10F

EXPLORATION Save Storage
● Arrive at Crevice Cave checkpoint

DUNGEON p.167
35-2 Lower Crevice Cave B1—B5F
Boss Froslass

TOWN
● Talk to Scizor at the crossroads

SCIZOR GRANTS YOU A NEW RANK

When you return to town after completing Lower Crevice Cave, Scizor shows its gratitude by granting you the Secret Rank. This rank opens up lots of new things, such as the ability to receive special assignments from the Exploration Team Federation.



At the crossroads, Scizor adds the Secret Rank icon to your Exploration Team Badge.



Even Wigglytuff and Chatot haven't heard of the mysterious Secret Rank granted to you by Scizor.



NEXT PAGE

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PREVIOUS PAGE

NEWLY ACCESSIBLE DUNGEONS

DUNGEON — p.244
52 Bottomless Sea — B1—B50F
Boss Kyogre

DUNGEON — p.249
53 Shimmer Desert — 1—10F
Boss Groudon

DUNGEON — p.251
54 Mt. Avalanche — 1—20F
Boss Articuno

DUNGEON — p.255
55 Giant Volcano — 1—20F
Boss Heatran

DUNGEON — p.258
56 World Abyss — B1—B30F
Boss Giratina (Altered Forme)

DUNGEON — p.262
57 Sky Stairway — 1—50F
Boss Rayquaza

DUNGEON — p.269
58 Mystery Jungle — 1—30F
Boss Mew

DUNGEON — p.275
59 Star Cave — B1—B16F

DUNGEON — p.278
60 Oblivion Forest — B1—B15F

DUNGEON — p.282
61 Treacherous Waters — B1—B20F

DUNGEON — p.286
62 Southeastern Islands — B1—B25F

DUNGEON — p.290
63 Inferno Cave — B1—B30F



MORE NEW DUNGEONS BECOME AVAILABLE

After you attain the Secret Rank, you can receive special assignments from the Exploration Team Federation that take you to the Bottomless Sea or one of six other new dungeons. In addition, having your rank raised above Master Rank gives you access to four other dungeons, such as Oblivion Forest. You can also receive a Challenge Letter from Jirachi at Spinda's Café to get access to Star Cave, but not until after you've cleared Special Episode 1.

Manaphy

DUNGEON
(Complete at least one job)

TOWN
● Talk to Sunflora on B2F of the guild

DUNGEON — p.169
36 Surrounded Sea — B1—B20F

TOWN
● Chatot tells you about Manaphy

NEXT PAGE

FIND THE WONDER EGG

In the treasure floor on Surrounded Sea B20F, you'll find a Treasure Box and a Wonder Egg. It's a Pokémon Egg, but unlike a normal Egg, this one doesn't get dropped off at Chansey Day Care. You'll take this Egg to Sharpedo Bluff and hatch it yourself.



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PREVIOUS PAGE

- Acquire Blue Gummi

TOWN
- Give the Blue Gummi to Manaphy at the guild

- Acquire Blue Gummi

TOWN
- Give Blue Gummi to Manaphy at Sharpedo Bluff
- Walk to the beach with Manaphy
- Talk to Chatot at the crossroads
- Find Manaphy at the beach

DUNGEON p.173
37-1 Miracle Sea B1—B18F

EXPLORATION Save Storage
- Arrive at the Miracle Sea checkpoint

DUNGEON p.177
37-2 Deep Miracle Sea B1—B5F
Boss Gyarados

GET A BLUE GUMMI

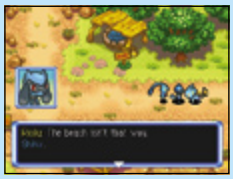
After you talk to Chatot at the guild, it's time to get a Blue Gummi if you don't have one already. The easiest way is to buy one at Kecleon Market. But if there isn't one for sale, use one of the methods below. You can also get one as payment for a job over Wonder Mail S using the wireless connection, or by trading with a friend. You'll need two Blue Gummis in all.

◆ HOW TO GET BLUE GUMMIS WITHOUT BUYING THEM

- Find them in Craggy Coast or Zero Isle East
- Receive them as a job payment
- Appraise a Deluxe Box found on treasure floors in Tiny Meadow, Oran Forest, etc.

HANG OUT WITH MANAPHY AT SHARPEDO BLUFF

After you give Manaphy the Blue Gummis at Sharpedo Bluff, take Manaphy to the beach. The next morning, talk to Chatot at the crossroads and return to the beach, and you'll head to the Miracle Sea in search of Phione Dew.



You can't go to the guild or any dungeons between the time when you give Manaphy the second Gummi and when you head to the Miracle Sea.



Once you find Manaphy on the beach, you automatically return to Sharpedo Bluff and then head to the Miracle Sea.

Aegis Cave

DUNGEON
(Visit any dungeon)

DUNGEON
(Complete at least two jobs)

TOWN
- Listen to the conversation between Wigglytuff and Team Charm on B2F of the guild

DUNGEON p.180
38 Aegis Cave Total 19 Floors
Boss Regice, Regirock, Registeel, Regigigas, Hitmonlee×4, Bronzong×4

GAIN ACCESS TO THE FOLLOWING DUNGEON:

DUNGEON p.185
39 Concealed Ruins B1—B30F

CONTINUED ON P.192

DUNGEONS WITH SPECIAL LAYOUTS

Aegis Cave is a dungeon with an unusual layout split into 7 blocks: the Ice Aegis Cave, Regice Chamber, Rock Aegis Cave, Regirock Chamber, Steel Aegis Cave, Registeel Chamber, and Aegis Cave Pit. In front of the entrances to the Ice, Rock, and Steel Aegis Caves are stone monuments. Solve the riddle on each monument to battle the associated Regi boss, and the path to the next block will appear. Defeat all the bosses, advance to the last part in the Aegis Cave Pit, defeat the Regigigas there, and you'll have completed the dungeon (p.180).

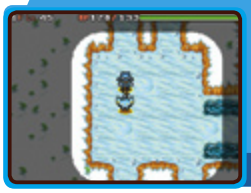


The key to the riddles on the stone monuments is in the stones dropped by the dungeon's Unown.

FIND RARE AND VALUABLE EXCLUSIVE ITEMS

There's a Treasure Chamber on B29F of the Concealed Ruins, where you'll find a Deluxe Box containing the exclusive item for Regice, Regirock, Registeel, or Regigigas. You don't need to visit the Concealed Ruins to advance the story, but if you have any of the Regis on your team, it's a good idea to get their items.

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Dungeon 34 Blizzard Island

Total 20F

Replayable: Y

Located at the foot of a mountain in a snow-covered range, this dungeon is home to many Water- and Ice-type Pokémon. Complete this dungeon to gain access to Crevice Cave (p.164).

Initial Goal	Clear 20F
Recommended Level	Lv45+

Special Rules	–

Special Rooms and Terrain		
Room	Monster House (All floors)	
Terrain	Water	Wonder Tiles / Traps

Tip Use Water-type Pokémon

Except for the Rock-type Nosepass, the Pokémon here are all either Normal-, Water-, or Ice-types. To reduce damage to your team, build your team around Water-type Pokémon. That said, you'll be most effective at doing damage to foes if you use Electric-, Fighting-, Ground-, or Rock-type moves.



One way to maximize damage against your foes here is to go exploring with Electric- or Fighting-type Pokémon.

Prep Bring Lots of Food

This dungeon is a lengthy one with 20 floors. What's more, the later floors have lots of rooms and complicated networks of corridors. There's hardly any food to be found, so it's easy to starve in the middle of your adventure. Bring lots of Apples or Big Apples.



You might find an occasional Monster House with Gummis inside, but don't rely on that for a food source.

Pokémon To Watch For



Piloswine 1—20F

Uses dangerous moves

Piloswine has lots of dangerous moves such as Fury Attack, which strikes multiple times in a row; Icy Wind, which does damage up to 10 squares away; and Powder Snow and Earthquake, which affect the whole room. Avoid standing on a straight line path from Piloswine, and use Gravelerocks or similar attacks to defeat it.



If Piloswine is right next to you, protect yourself by paralyzing it before you battle it.

Pokémon Dungeon Breakdown

Blizzard Island 1—10F

	1 F ♂ M	2 F ♀ M	3 F ♂ M	4 F ♀ M	5 F ♂ M	6 F ♀ M	7 F ♂ M	8 F ♀ M	9 F ♂ M	10 F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield
								Snow		
Piloswine	Lv41 ▶					Lv42 ▶				Lv43 ▶
Golduck	Lv41 ▶					Lv42 ▶				Lv43 ▶
Swablu	Lv11 ▶					Lv12 ▶				Lv13 ▶
Delibird	Lv41 ▶					Lv42 ▶				Lv43 ▶
Sneasel	Lv12 ▶					Lv13 ▶				Lv14 ▶
Nosepass	Lv42 ▶					Lv43 ▶				Lv44 ▶
Piplup	Lv5 ▶					Lv6 ▶				Lv7 ▶
Marill	Lv40 ▶					Lv41 ▶				Lv42 ▶
Azumarill	Lv45 ▶					Lv46 ▶				Lv47 ▶
Smoochum	Lv17 ▶					Lv18 ▶				Lv19 ▶
Vigoroth	Lv41 ▶					Lv42 ▶				Lv43 ▶
Snorunt	Lv14 ▶					Lv15 ▶				Lv16 ▶
Azurill	Lv11 ▶					Lv12 ▶				Lv13 ▶
Castform										Lv40 ▶

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	11 F ♂ M	12 F ♀ M	13 F ♂ M	14 F ♀ M	15 F ♂ M	16 F ♀ M	17 F ♂ M	18 F ♀ M	19 F ♂ M	20 F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield	Snowfield
Piloswine	Lv43 ▶				Lv44 ▶					Lv45
Golduck	Lv43 ▶				Lv44 ▶					Lv45
Swablu	Lv13 ▶				Lv14 ▶					Lv15
Delibird	Lv43 ▶				Lv44 ▶					Lv45
Sneasel	Lv14 ▶				Lv15 ▶					Lv16
Nosepass	Lv44 ▶				Lv45 ▶					Lv46
Piplup	Lv7 ▶				Lv8 ▶					Lv9
Marill	Lv42 ▶				Lv43 ▶					Lv44
Azumarill	Lv47 ▶				Lv48 ▶					Lv49
Smoochum	Lv19 ▶				Lv20 ▶					Lv21
Vigoroth	Lv43 ▶				Lv44 ▶					Lv45
Snorunt	Lv16 ▶				Lv17 ▶					Lv18
Azurill	Lv13 ▶				Lv14 ▶					Lv15
Castform	Lv40 ▶				Lv41 ▶					Lv42



15—20F

Enemy Pokémon now have higher IQ

The foes on this floor have the Exclusive Move-User IQ Skill. Enemies like Piloswine, which has a lot of powerful moves, should be taken much more seriously now. Also watch out for Delibird, which knows Present. It doesn't know any other moves, so you'll be getting that one used on you a lot.



Present's effect is random, but it does up to 75 HP of damage if you're unlucky.

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Dungeon Pokémon Data

Piloswine — Ice / Ground



Lv	41	42	43	44	45
HP	99	101	103	105	107
Exp.	390	397	405	413	421

MOVES: Earthquake, Powder Snow, Fury Attack, AncientPower

Golduck — Water



Lv	41	42	43	44	45
HP	119	120	120	121	121
Exp.	560	571	582	593	604

MOVES: Fury Swipes, Screech, Water Pulse

Swablu — Normal / Flying



Lv	11	12	13	14	15
HP	69	70	72	73	75
Exp.	214	224	235	246	256

MOVES: Fury Attack, Sing, Astonish, Peck

Delibird — Ice / Flying



Lv	41	42	43	44	45
HP	135	136	137	138	139
Exp.	560	571	582	593	604

MOVES: Present
ABILITIES: Hustle, Vital Spirit

Sneasel — Dark / Ice



Lv	12	13	14	15	16
HP	54	56	58	60	62
Exp.	8	8	9	9	10

MOVES: Screech, Quick Attack, Taunt

Nosepass — Rock



Lv	42	43	44	45	46
HP	106	107	108	109	110
Exp.	336	343	349	356	363

MOVES: Sandstorm, Rock Slide, Rock Throw

Piplup — Water



Lv	5	6	7	8	9
HP	35	38	41	44	47
Exp.	9	10	11	11	12

MOVES: Bubble, Pound, Growl

Marill — Water



Lv	40	41	42	43	44
HP	61	61	62	62	63
Exp.	426	435	443	452	461

MOVES: Rollout, Hydro Pump, BubbleBeam

Azumarill — Water



Lv	45	46	47	48	49
HP	63	64	64	65	65
Exp.	459	467	476	484	493

MOVES: Rollout, BubbleBeam, Rain Dance

Smoochum — Ice / Psychic (♀ only)



Lv	17	18	19	20	21
HP	75	77	79	81	83
Exp.	330	342	355	368	381

MOVES: Powder Snow, Sing, Confusion, Lick

Vigoroth — Normal



Lv	41	42	43	44	45
HP	123	124	125	126	127
Exp.	560	571	582	593	604

MOVES: Fury Swipes, Slash, Endure

Snorunt — Ice



Lv	14	15	16	17	18
HP	50	51	52	53	54
Exp.	223	232	242	252	261

MOVES: Powder Snow, Icy Wind, Bite

Azurill — Normal



Lv	11	12	13	14	15
HP	32	33	34	35	36
Exp.	254	266	279	292	304

MOVES: Bubble, Charm, Slam

Castform — Normal



Lv	40	41	42
HP	84	84	85
Exp.	249	255	260

MOVES: Powder Snow, Hail, Weather Ball

Obtainable Items

Blizzard Island

Sticky: None

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

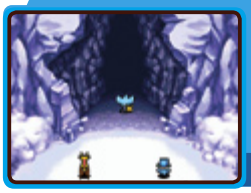
Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 35-1

Crevice Cave

Total 10 F

Replayable: Y

As befits a dungeon sprawling behind a wall of ice, Crevice Cave is home to a ton of Ice-type Pokémon. Inside you'll find Snover, a rare Pokémon that only appears in the main story here and in Lower Crevice Cave.

Initial Goal	Clear B10F
Recommended Level	Lv46+

Special Rules	–

Special Rooms and Terrain		
Room	Monster House (All floors)	
Terrain	Wonder Tiles	Traps

Prep You Can Return to Town to Prepare

There's a Kangaskhan Rock at the Crevice Cave entrance, so you can organize your inventory and save your game. If you want to make more thorough preparations, return to Treasure Town. When you leave the town crossroads to the east, you have the option to go directly to Crevice Cave without passing through Blizzard Island again.



If you return to town to link moves and buy useful items for the journey ahead, Crevice Cave will be much easier.

Tip Prevent Hail Weather

This dungeon is home to Mamoswine, who uses Hail. Hail doesn't do much damage, but if it bothers you, add Psyduck or Golduck to your team. Their Cloud Nine Ability can help you deal with the Froslass in Lower Crevice Cave, who also uses Hail.



In Hail weather, enemy Pokémon with the Snow Cloak Ability can easily dodge your attacks—yet another annoyance.

Pokémon To Watch For



Prinplup B1—B10F

Does more damage when its HP is low



Empoleon B1—B10F

Even stronger than Prinplup

Both of these Pokémon have the Torrent Ability, which doubles the damage dealt by their Water-type moves whenever their HP falls below 25%. This makes it dangerous to attack them if you're not going to finish the job, so use your strongest moves and get backup from your teammates to take these foes out. Piplup has the same Ability as these two, but its levels are so low that you don't have to worry about it.



Empoleon also uses the Swords Dance move to raise its Attack.

Dungeon Pokémon Data

Piloswine — Ice / Ground



	0	41	42	43
Lv				
HP		99	101	103
Exp.		390	397	405

MOVES: Earthquake, Powder Snow, Fury Attack, AncientPower, Icy Wind

Slaking — Normal



	0	45	46	47
Lv				
HP		124	125	126
Exp.		610	621	632

MOVES: Swagger, Yawn, Slack Off, Covet, Counter, Encore

Swablu — Normal / Flying



	12	11	12	13
Lv				
HP		69	70	72
Exp.		214	224	235

MOVES: Fury Attack, Sing, Astonish, Peck, Growl

Nosepass — Rock



	4	42	43	44
Lv				
HP		106	107	108
Exp.		336	343	349

MOVES: Sandstorm, Rock Slide, Tackle, Rock Throw, Block

Swinub — Ice / Ground



	5	14	15	16
Lv				
HP		41	44	47
Exp.		154	160	167

MOVES: Powder Snow, Mud-Slap, Endure
ABILITY: Snow Cloak

Golduck — Water



	0	41	42	43
Lv				
HP		119	120	120
Exp.		560	571	582

MOVES: Fury Swipes, Screech, Water Pulse, Aqua Jet

Delibird — Ice / Flying



	5	41	42	43
Lv				
HP		135	136	137
Exp.		560	571	582

MOVES: Present
ABILITIES: Hustle, Vital Spirit

Prinplup — Water



	0	42	43	44
Lv				
HP		121	122	123
Exp.		158	161	164

MOVES: Fury Attack, BubbleBeam, Bubble, Metal Claw, Brine

Empoleon — Water / Steel



	0	45	46	47
Lv				
HP		124	125	126
Exp.		588	599	610

MOVES: Fury Attack, BubbleBeam, Bubble, Aqua Jet, Metal Claw

Zangoose — Normal



	4	42	43	44
Lv				
HP		138	140	142
Exp.		581	592	604

MOVES: False Swipe, Fury Cutter, Quick Attack, Slash, Crush Claw

Slakoth — Normal



	5	15	16	17
Lv				
HP		73	74	76
Exp.		208	217	226

MOVES: Yawn, Slack Off, Encore, Scratch
ABILITIES: Truant

Piplup — Water



	5	5	6	7
Lv				
HP		35	38	41
Exp.		9	10	11

MOVES: Pound, Growl

Glaceon — Ice



	0	42	43	44
Lv				
HP		119	120	121
Exp.		178	182	185

MOVES: Icy Wind, Ice Shard, Quick Attack, Ice Fang

Altaria — Dragon / Flying



	0	42	43	44
Lv				
HP		117	117	118
Exp.		530	540	551

MOVES: Fury Attack, Pluck, Sing, DragonBreath, Astonish

Sneasel — Dark / Ice



	4	12	13	14
Lv				
HP		54	56	58
Exp.		8	8	9

MOVES: Screech, Quick Attack, Taunt, Faint Attack, Scratch

Weavile — Dark / Ice



	0	42	43	44
Lv				
HP		104	105	106
Exp.		479	488	498

MOVES: Fury Swipes, Screech
ABILITY: Pressure

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Pokémon Dungeon Breakdown

	B1F ♂M	B2F ♀M	B3F ♂M	B4F ♀M	B5F ♂M	B6F ♀M	B7F ♂M	B8F ♀M	B9F ♂M	B10F ♀M
Light	None	None	None	None	None	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
			Fog			Fog				Fog
Piloswine	Lv41 ▶					Lv42 ▶				Lv43
Swinub	Lv14 ▶					Lv15 ▶				Lv16
Empoleon	Lv45 ▶					Lv46 ▶				Lv47
Glaceon	Lv42 ▶					Lv43 ▶				Lv44
Slaking	Lv45 ▶					Lv46 ▶				Lv47
Golduck	Lv41 ▶					Lv42 ▶				Lv43
Zangoose	Lv42 ▶					Lv43 ▶				Lv44
Altaria	Lv42 ▶					Lv43 ▶				Lv44
Swablu	Lv11 ▶					Lv12 ▶				Lv13
Delibird	Lv41 ▶					Lv42 ▶				Lv43
Slakoth	Lv15 ▶					Lv16 ▶				Lv17
Sneasel	Lv12 ▶					Lv13 ▶				Lv14
Nosepass	Lv42 ▶					Lv43 ▶				Lv44
Prinplup	Lv42 ▶					Lv43 ▶				Lv44
Piplup	Lv5 ▶					Lv6 ▶				Lv7
Weavile	Lv42 ▶					Lv43 ▶				Lv44
Marill	Lv40 ▶					Lv41 ▶				Lv42
Azumarill	Lv45 ▶					Lv46 ▶				Lv47
Mamoswine	Lv42 ▶					Lv43 ▶				Lv44
Smoochum	Lv17 ▶					Lv18 ▶				Lv19
Vigoroth	Lv41 ▶					Lv42 ▶				Lv43
Snover	Lv13 ▶					Lv14 ▶				Lv15
Snorunt	Lv14 ▶					Lv15 ▶				Lv16
Jynx	Lv42 ▶					Lv43 ▶				Lv44
Azurill	Lv11 ▶					Lv12 ▶				Lv13

B3, B6, B10F

Cut back your use of Electric-type moves

These floors have the Fog weather condition. Since this halves the damage dealt by Electric moves, try to use other types of moves while you're on these floors.

Dungeon Pokémon Data

Marill — Water

	Lv	HP	Exp.
	40	61	426
	41	61	435
	42	62	443

MOVES: Rollout, Hydro Pump, BubbleBeam, Rain Dance

Azumarill — Water

	Lv	HP	Exp.
	45	63	459
	46	64	467
	47	64	476

MOVES: Rollout, BubbleBeam, Rain Dance, Double-Edge

Mamoswine — Ice / Ground

	Lv	HP	Exp.
	42	116	561
	43	118	572
	44	120	583

MOVES: Earthquake, Powder Snow, Double Hit, Hail, AncientPower

Smoochum — Ice / Psychic / ♀ only

	Lv	HP	Exp.
	17	75	330
	18	77	342
	19	79	355

MOVES: Powder Snow, Sing, Confusion, Lick, Sweet Kiss

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Vigoroth — Normal



	Lv	HP	Exp.
0	41	123	560
	42	124	571
	43	125	582

MOVES: Fury Swipes, Slash, Endure, Focus Punch, Focus Energy

Snover — Grass / Ice



	Lv	HP	Exp.
5	13	62	211
	14	63	220
	15	65	230

MOVES: Powder Snow, GrassWhistle, Icy Wind, Razor Leaf

Snorunt — Ice



	Lv	HP	Exp.
4	14	50	223
	15	51	232
	16	52	242

MOVES: Powder Snow, Icy Wind, Bite, Double Team, Leer

Jynx — Ice / Psychic / ♀ only



	Lv	HP	Exp.
0	42	132	377
	43	133	384
	44	134	392

MOVES: Powder Snow, DoubleSlap, Lovely Kiss, Body Slam

Azurill — Normal



	Lv	HP	Exp.
5	11	32	254
	12	33	266
	13	34	279

MOVES: Bubble, Charm
ABILITIES: Huge Power, Thick Fat

Pokémon To Watch For



Smoochum — B1—B10F

A tough close-range fighter

Since its levels are low, Smoochum's stats aren't that high, but it can inflict pesky status conditions such as Sleep or Confused. And with its Forewarn Ability helping it dodge your attacks, Smoochum is surprisingly tough to battle at close range. Use throwing items and long-range moves to take it down before it gets too close.



Apart from Pound, all of Smoochum's moves inflict status conditions.

Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

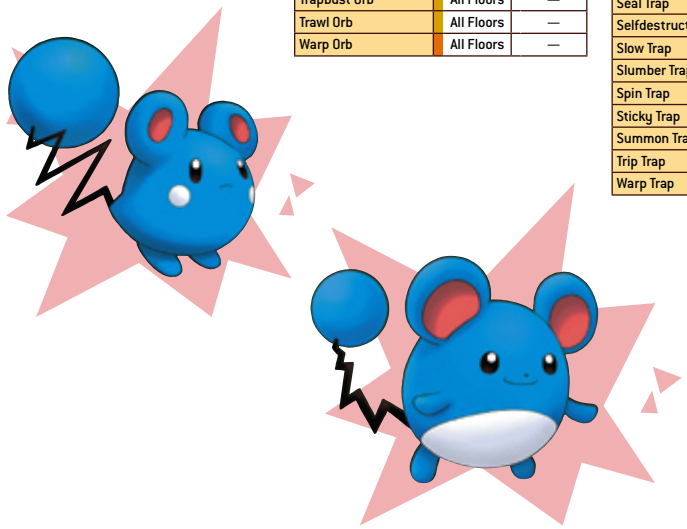
Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Dungeon 35-2

Total 5 F

Replayable Y

Lower Crevice Cave

Lower Crevice Cave is only half as long as Crevice Cave, but there's a boss battle with Froslass in Crevice Cave Pit (B5F). If you win, the explorer Scizor will grant you the Secret Rank (p.20).

Special Rules	• No Friend Rescues

Initial Goal	Defeat Froslass and rescue Scizor in the Crevice Cave Pit (B5F)
Recommended Level	Lv46+

Special Rooms and Terrain		
Room	Monster House (All floors)	
Terrain	Wonder Tiles	Traps

Tip No Need to Explore Every Room

The enemies and items from B1F to B4F are almost the same as what you encountered in Crevice Cave. Once you find the stairs, move ahead and save your items for the boss battle with Froslass down in Crevice Cave Pit (B5F). If you have a Pure Seed, be sure to use it.



Since there are only five floors, you're not likely to run out of PP. You might as well use your moves to battle enemy Pokémon.

Boss ▸▸ Crevice Cave Pit (B5F)

Its Evasion increases in Hail weather

Froslass

Froslass uses the Hail move to change the weather to Hail. Your main concern won't be the damage from Hail, but rather the hefty boost that Hail weather gives to Froslass's Evasion due to its Snow Cloak Ability. If you can, put a Psyduck or a Golduck on your team; their Cloud Nine Ability will prevent Froslass's Hail move from changing the weather. Otherwise, use throwing items or moves like Shadow Punch and Aerial Ace, which have 100% accuracy. Another trick is to use moves that lower Froslass's Evasion.



At the start of the battle, have your leader take one step back so that your teammates can help fight once Froslass approaches you.



You can also use a Stun Seed to stop Froslass in its tracks before it uses Hail.

Dungeon Pokémon Data

Piloswine — Ice / Ground



Lv	HP	Exp.
43	103	405

MOVES: Earthquake, Powder Snow, Fury Attack, AncientPower, Icy Wind

Golduck — Water



Lv	HP	Exp.
43	120	582

MOVES: Fury Swipes, Screech, Water Pulse, Confusion, Disable

Slakoth — Normal



Lv	HP	Exp.
17	76	226

MOVES: Yawn, Slack Off, Encore, Scratch
ABILITY: Truant

Weavile — Dark / Ice



Lv	HP	Exp.
44	106	498

MOVES: Fury Swipes, Screech, Icy Wind
ABILITY: Pressure

Swinub — Ice / Ground



Lv	HP	Exp.
16	47	167

MOVES: Powder Snow, Mud-Slap, Endure, Tackle
ABILITY: Snow Cloak

Zangoose — Normal



Lv	HP	Exp.
44	142	604

MOVES: False Swipe, Fury Cutter, Quick Attack, Slash, Crush Claw

Sneasel — Dark / Ice



Lv	HP	Exp.
14	58	9

MOVES: Screech, Quick Attack, Taunt, Faint Attack, Scratch

Marill — Water



Lv	HP	Exp.
42	62	443

MOVES: Rollout, Hydro Pump, BubbleBeam, Rain Dance

Empoleon — Water / Steel



Lv	HP	Exp.
47	126	610

MOVES: Fury Attack, BubbleBeam, Bubble, Aqua Jet, Metal Claw

Altaria — Dragon / Flying



Lv	HP	Exp.
44	118	551

MOVES: Fury Attack, Pluck, Sing, DragonBreath, Astonish

Nosepass — Rock



Lv	HP	Exp.
44	108	349

MOVES: Sandstorm, Rock Slide, Tackle, Rock Throw, Block

Azumarill — Water



Lv	HP	Exp.
47	64	476

MOVES: Rollout, BubbleBeam, Rain Dance, Double-Edge

Glaceon — Ice



Lv	HP	Exp.
44	121	185

MOVES: Icy Wind, Ice Shard, Quick Attack, Ice Fang

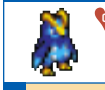
Swablu — Normal / Flying



Lv	HP	Exp.
13	72	235

MOVES: Fury Attack, Sing, Astonish, Peck, Growl

Prinplup — Water



Lv	HP	Exp.
44	123	164

MOVES: Fury Attack, BubbleBeam, Bubble, Metal Claw, Brine

Mamoswine — Ice / Ground



Lv	HP	Exp.
44	120	583

MOVES: Earthquake, Powder Snow, Double Hit, Hail, AncientPower

Slaking — Normal



Lv	HP	Exp.
47	126	632

MOVES: Swagger, Yawn, Slack Off, Covet, Counter, Encore

Delibird — Ice / Flying



Lv	HP	Exp.
43	137	582

MOVES: Present
ABILITIES: Hustle, Vital Spirit

Piplup — Water



Lv	HP	Exp.
7	41	11

MOVES: Pound, Growl

Smoochum — Ice / Psychic ♀ only



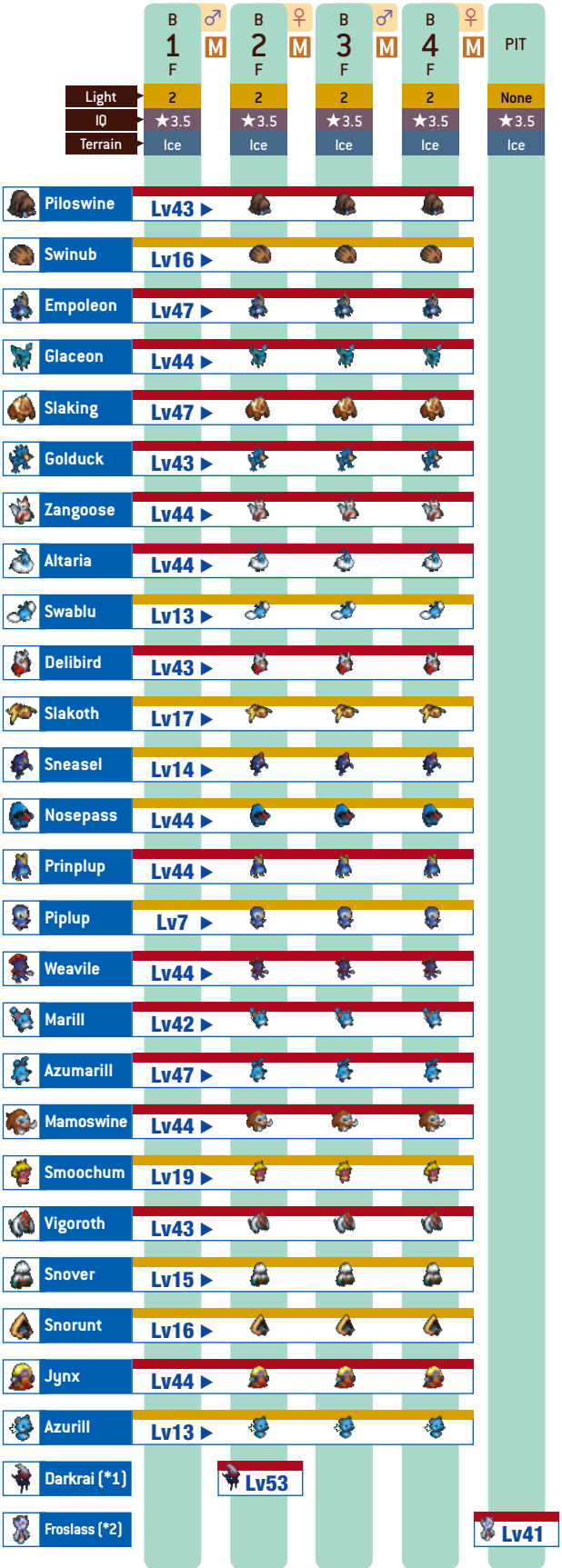
Lv	HP	Exp.
19	79	355

MOVES: Powder Snow, Sing, Confusion, Lick, Sweet Kiss

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Pokémon Dungeon Breakdown



*1— Only appears once certain conditions are met (p.31)
*2— Does not reappear after you defeat it

Dungeon Pokémon Data

Vigoroth — Normal



Lv	43
HP	125
Exp.	582

MOVES: Fury Swipes, Slash, Endure, Focus Punch, Focus Energy

Azurill — Normal



Lv	13
HP	34
Exp.	279

MOVES: Bubble, Charm
ABILITIES: Huge Power, Thick Fat

Snover — Grass / Ice



Lv	15
HP	65
Exp.	230

MOVES: Powder Snow, GrassWhistle, Icy Wind, Razor Leaf

Darkrai — Dark / Gender ?



Lv	53
HP	116
Exp.	892

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack, Night Shade

Snorunt — Ice



Lv	16
HP	52
Exp.	242

MOVES: Powder Snow, Icy Wind, Bite, Double Team, Leer

Froslass — Ice / Ghost / ♀ only



Lv	41
HP	?
Exp.	0

MOVES: Ominous Wind, Powder Snow, Hail, Icy Wind, Ice Shard

Jynx — Ice / Psychic / ♀ only



Lv	44
HP	134
Exp.	392

MOVES: Powder Snow, DoubleSlap, Lovely Kiss, Body Slam

Obtainable Items

Lower Crevice Cave

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 36

Surrounded Sea

Total 20 F

Replayable Y

In keeping with the name, this is a watery dungeon where all the Pokémon, except Lugia, are Water-types. You'll also find a very rare Pokémon Egg on the final floor.

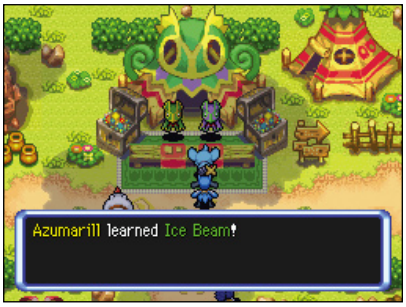
Initial Goal	Obtain the Wonder Egg on B20F
Recommended Level	Lv47+

Special Rules	• Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (B4—B19F)		
Terrain	Water	Wonder Tiles	Traps

Tip Use Pokémon Who Can Cross Water

There aren't many walls in this dungeon, but there are plenty of waterways. Many of its rooms are bounded and separated by these waterways, so it feels more like a labyrinth. It's important to have Pokémon on your team who can cross water. It's also a good idea to bring a team member with the Storm Drain Ability, as this will nullify Water-type moves.



If you're bringing Water-type Pokémon, use TMs and other methods to give them some non-Water-type moves.



If you have the Storm Drain Ability, you'll greatly reduce the damage you take from enemies that make heavy use of Water-type moves.

Pokémon To Watch For



Lapras B10—B15F
Has all-around high stats



Wailord B16F
Uses a variety of moves



Lugia B18F
Head and shoulders above your other foes

Since all of these Pokémon have high stats, it would be a mistake to directly attack them at close range. You should take them out quickly using linked moves, or start by paralyzing them. You can also use throwing items and long-range moves, but if you stand in a direct line to any of them, you're leaving yourself open to a Water Pulse or Hydro Pump. Throw a Gravelerock or other item from positions that can't be hit by these moves.

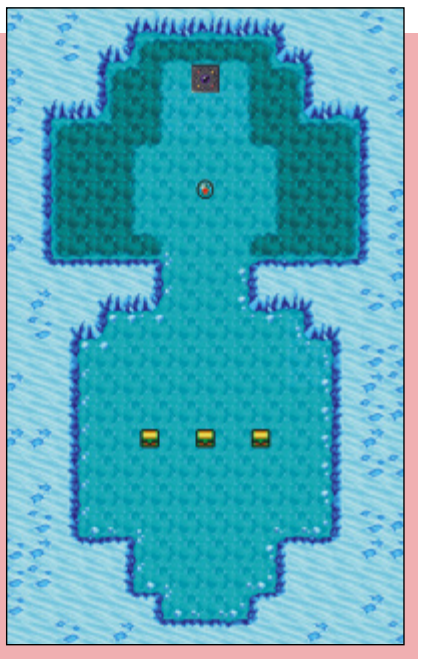
Treasure Floor

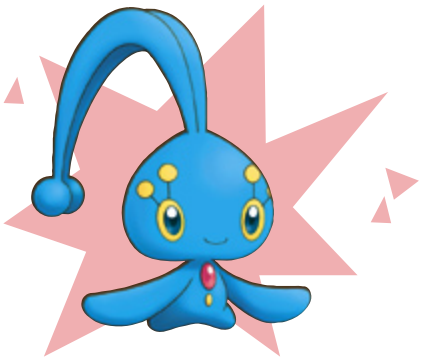
▼▼B20F

Items
● Wonder Egg (*1)
● Deluxe Box ×3

Deluxe Box Contents
Reviver Seed

*1— Does not reappear after you bring it back to town





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Pokémon Dungeon Breakdown

	B 1 F ♂	B 2 F ♀	B 3 F ♂	B 4 F ♀ M	B 5 F ♂ M	B 6 F ♀ M	B 7 F ♂ M	B 8 F ♀ M	B 9 F ♂ M
Light	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Water	Water	Water	Water	Water	Water	Water	Water	Water
Shellder	Lv1 ▶								
Carvanha	Lv11 ▶					Lv12 ▶			
Wailmer	Lv11 ▶					Lv12 ▶			
Octillery	Lv43 ▶					Lv44 ▶			
Kingdra	Lv44 ▶					Lv45 ▶			
Finneon	Lv11 ▶					Lv12 ▶			
Seadra	Lv43 ▶					Lv44 ▶			
Starmie	Lv43 ▶					Lv44 ▶			
Horsea	Lv11 ▶					Lv12 ▶			
Remoraid	Lv26 ▶					Lv27 ▶			
Tentacruel	Lv43 ▶					Lv44 ▶			
Clamperl	Lv15 ▶					Lv16 ▶			
Qwilfish	Lv43 ▶					Lv44 ▶			
Slowking	Lv43 ▶					Lv44 ▶			
Slowbro	Lv43 ▶					Lv44 ▶			
Lapras									
Wailord									
Lugia (*1)									

*1— Only appears when certain conditions are met (p.31)

Dungeon Pokémon Data

Shellder — Water



Lv	1
HP	20
Exp.	9

MOVES: Tackle
ABILITY: Shell Armor

Wailmer — Water



Lv	11	12	13	14
HP	90	93	96	99
Exp.	258	270	283	296

MOVES: Rollout, Whirlpool, Water Gun, Growl
ABILITY: Oblivious

Kingdra — Water, Dragon



Lv	44	45	46	47
HP	114	115	116	116
Exp.	577	588	599	610

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble, Twister

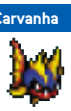
Seadra — Water



Lv	43	44	45	46
HP	125	126	127	128
Exp.	327	333	340	346

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble, Twister

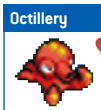
Carvanha — Water, Dark



Lv	11	12	13
HP	60	62	64
Exp.	338	354	371

MOVES: Bite, Focus Energy, Scary Face
ABILITY: Rough Skin

Octillery — Water



Lv	43	44	45	46
HP	134	135	136	137
Exp.	738	752	766	781

MOVES: Bullet Seed, Rock Blast, Psybeam, Signal Beam

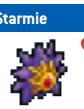
Finneon — Water



Lv	11	12	13	14
HP	50	52	54	56
Exp.	270	283	297	310

MOVES: Attract, Rain Dance, Pound
ABILITIES: Storm Drain, Swift Swim

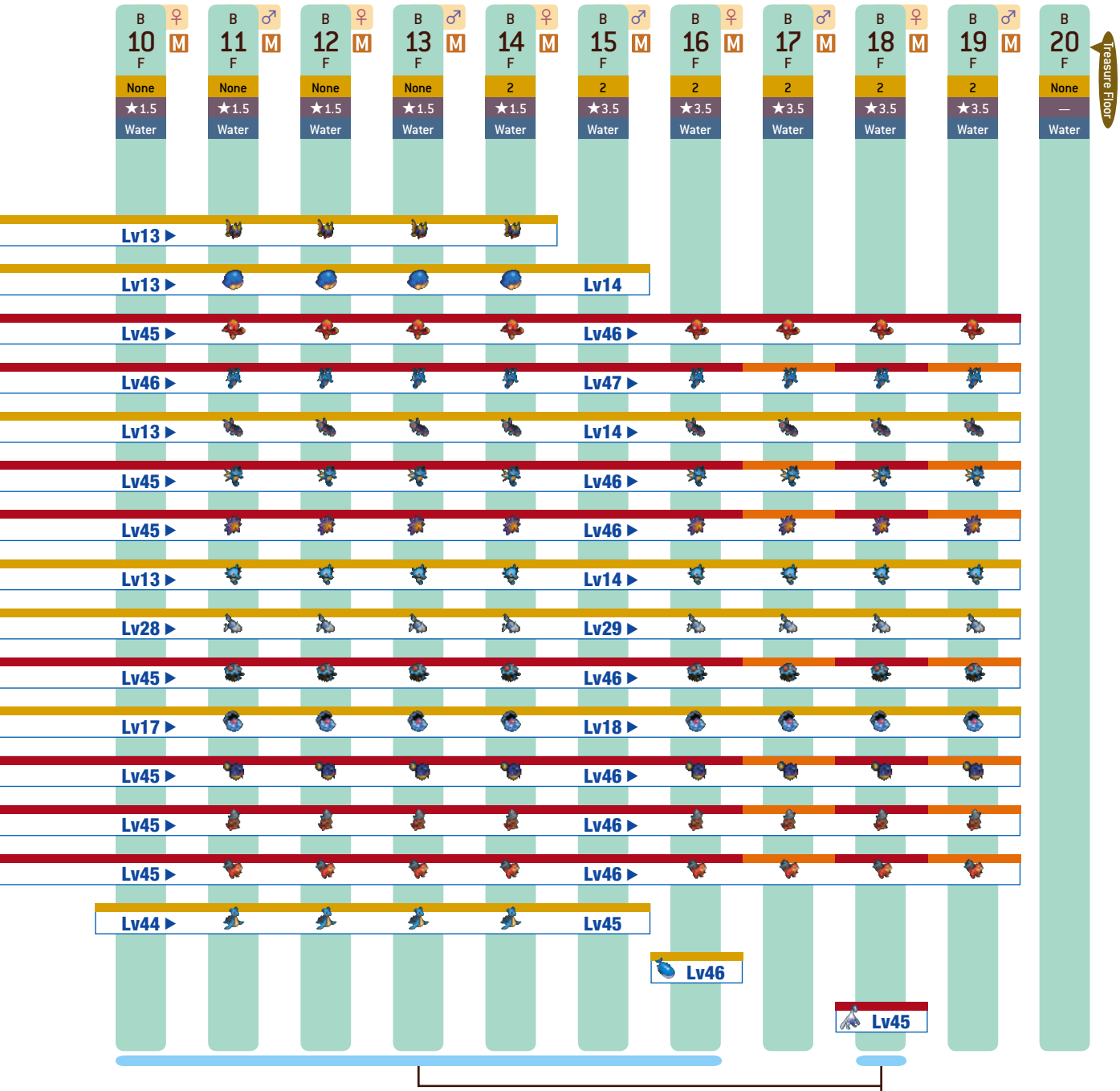
Starmie — Water, Psychic, Gender ?



Lv	43	44	45	46
HP	110	112	114	116
Exp.	104	106	108	110

MOVES: Confuse Ray, Recover, Rapid Spin, Swift

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B10—B16, B18F

Horsea — Water

Lv	11	12	13	14
HP	70	73	75	77
Exp.	108	113	118	124

MOVES: Bubble, Focus Energy, SmokeScreen
ABILITIES: Swift Swim, Sniper

Tentacruel — Water / Poison

Lv	43	44	45	46
HP	118	119	119	120
Exp.	410	418	426	434

MOVES: Screech, Water Pulse, BubbleBeam, Acid

Remoraid — Water

Lv	26	27	28	29
HP	116	118	120	121
Exp.	238	244	251	258

MOVES: Bullet Seed, Psybeam, Aurora Beam, BubbleBeam

Clamperl — Water

Lv	15	16	17	18
HP	57	60	63	66
Exp.	252	262	273	283

MOVES: Clamp, Whirlpool, Water Gun, Iron Defense

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You can recruit powerful Pokémon here

The Lapras, Wailord, and Lugia that appear here are all extremely powerful, but it'll be a huge feather in your cap if you recruit them. Lapras and Lugia are easy to recruit, so if you've got plenty of food, explore each of these floors in its entirety to find them.



You can always encounter Lugia if you have the Secret Slab or Mystery Part in your Treasure Bag.

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Qwilfish — Water / Poison



Lv	43	44	45	46
HP	128	129	130	131
Exp.	426	434	442	451

MOVES: Pin Missile, Rollout, Poison Sting, Brine, Take Down **ABILITY:** Swift Swim

Slowbro — Water / Psychic



Lv	43	44	45	46
HP	108	109	110	111
Exp.	338	344	351	357

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Disable

Wailord — Water



Lv	46
HP	166
Exp.	841

MOVES: Rollout, Water Pulse, Astonish, Dive, Brine

Lugia — Psychic / Flying / Gender ?



Lv	45
HP	145
Exp.	1593

MOVES: Hydro Pump, Recover, Rain Dance
ABILITY: Pressure

Slowking — Water / Psychic



Lv	43	44	45	46
HP	108	109	110	111
Exp.	442	450	459	467

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Swagger

Lapras — Water / Ice



Lv	44	45
HP	118	120
Exp.	492	502

MOVES: Perish Song, Sing, Water Pulse, Ice Beam

Obtainable Items

Surrounded Sea

Sticky — None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Goggle Specs	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Racket Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 37-1

Miracle Sea

Total 18 F

Replayable Y

This sprawling dungeon in the western sea is where the fairy-like Phione lives. Most of the Pokémon here are either the same species found in the Surrounded Sea (p.169) or their evolved forms.

Initial Goal	Clear B18F
Recommended Level	Lv48+

Special Rules	—

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Water, Wonder Tiles, Traps

Tip Stick With the Same Team

The floor layout here resembles the Surrounded Sea, with many waterways and rooms where much of the floor is watery terrain. Using the same team you used in the Surrounded Sea is a good bet here. It's also a smart idea to prepare for the boss battle with Gyarados by bringing Pokémon who can disable foes or restore HP.



Just as in the Surrounded Sea, a team member with the Storm Drain Ability will give you a great advantage against foes.

Prep Prepare for the Next Dungeon

There are lots of floors here, and on top of that there's little food to be found. Take some Apples so you'll be fine even if your Belly runs out. If you're thinking of continuing on to the Deep Miracle Sea, you should also bring Oran Berries and Reviver Seeds.



Link two offensive moves for your best shot against the Gyarados in the Deep Miracle Sea.

Pokémon To Watch For



Finneon B1—B18F

Has low levels but dangerous moves



Lumineon B1—B18F

Uses Rain Dance, just like Finneon

Finneon is pretty low-level, and Lumineon's stats aren't that high either. But their Rain Dance move changes the weather to Rain and makes them both a pain in the neck. That's because many foes in this dungeon have the Swift Swim Ability, giving them extra moves or regular attacks in a single turn during Rain weather. If you see Finneon or Lumineon, take them out before they can use Rain Dance.

Dungeon Pokémon Data

Shellos (East Sea) — Water



Lv	2
HP	20
Exp.	16

MOVES: Mud-Slap, Mud Sport
ABILITIES: Storm Drain, Sticky Hold

Sharpedo — Water / Dark



Lv	44	45	46	47
HP	128	129	130	131
Exp.	609	621	632	644

MOVES: Screech, Agility, Aqua Jet
ABILITY: Rough Skin

Mantyke — Water / Flying



Lv	15	16	17	18
HP	68	70	72	74
Exp.	115	120	124	129

MOVES: BubbleBeam, Bubble, Headbutt, Supersonic
ABILITY: Swift Swim

Clamperl — Water



Lv	15	16	17	18
HP	57	60	63	66
Exp.	252	262	273	283

MOVES: Clamp, Whirlpool, Water Gun, Iron Defense

Octillery — Water



Lv	43	44	45	46
HP	134	135	136	137
Exp.	738	752	766	781

MOVES: Bullet Seed, Rock Blast, Psybeam

Seadra — Water



Lv	43	44	45	46
HP	125	126	127	128
Exp.	327	333	340	346

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble

Chinchou — Water / Electric



Lv	44	45	46	47
HP	132	133	134	135
Exp.	429	437	445	453

MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Qwilfish — Water / Poison



Lv	43	44	45	46
HP	128	129	130	131
Exp.	426	434	442	451

MOVES: Pin Missile, Rollout, Poison Sting
ABILITY: Swift Swim

Kingdra — Water / Dragon



Lv	44	45	46	47
HP	114	115	116	116
Exp.	577	588	599	610

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble

Relicanth — Water / Rock



Lv	44	45	46	47
HP	142	144	146	148
Exp.	471	480	489	498

MOVES: AncientPower, Rock Tomb, Yawn
ABILITY: Swift Swim

Remoraid — Water



Lv	26	27	28	29
HP	116	118	120	121
Exp.	238	244	251	258

MOVES: Bullet Seed, Psybeam, Aurora Beam

CONTINUED ON NEXT PAGE

Finneon — Water



Lv	11	12	13	14
HP	50	52	54	56
Exp.	270	283	297	310

MOVES: Attract, Rain Dance, Pound
ABILITIES: Storm Drain, Swift Swim

Starmie — Water / Psychic / Gender ?



Lv	43	44	45	46
HP	110	112	114	116
Exp.	104	106	108	110

MOVES: Confuse Ray, Recover, Rapid Spin, Swift

Tentacruel — Water / Poison



Lv	43	44	45	46
HP	118	119	119	120
Exp.	410	418	426	434

MOVES: Screech, Water Pulse, BubbleBeam, Acid

Gorebyss — Water



Lv	44	45	46	47
HP	126	127	128	128
Exp.	530	540	550	560

MOVES: Agility, Water Pulse, Confusion, Psychic

Horsea — Water



Lv	11	12	13	14
HP	70	73	75	77
Exp.	108	113	118	124

MOVES: Bubble, Focus Energy, SmokeScreen
ABILITIES: Swift Swim, Sniper

Lumineon — Water



Lv	44	45	46	47
HP	102	103	104	105
Exp.	455	464	473	481

MOVES: Water Pulse, Attract
ABILITIES: Storm Drain, Swift Swim



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Pokémon Dungeon Breakdown

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀
Light	None	None	None	None	None	None	None	None	None	None	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water
Shellos (East Sea)	Lv2 ▶															
Octillery	Lv43 ▶										Lv44 ▶					
Kingdra	Lv44 ▶										Lv45 ▶					
Finneon	Lv11 ▶										Lv12 ▶					
Gorebyss	Lv44 ▶										Lv45 ▶					
Sharpedo	Lv44 ▶										Lv45 ▶					
Seadra	Lv43 ▶										Lv44 ▶					
Relicanth	Lv44 ▶										Lv45 ▶					
Starmie	Lv43 ▶										Lv44 ▶					
Horsea	Lv11 ▶										Lv12 ▶					
Mantyke	Lv15 ▶										Lv16 ▶					
Chinchou	Lv44 ▶										Lv45 ▶					
Remoraid	Lv26 ▶										Lv27 ▶					
Tentacruel	Lv43 ▶										Lv44 ▶					
Lumineon	Lv44 ▶										Lv45 ▶					
Clamperl	Lv15 ▶										Lv16 ▶					
Qwilfish	Lv43 ▶										Lv44 ▶					
Cloyster	Lv43 ▶										Lv44 ▶					
Huntail	Lv44 ▶										Lv45 ▶					
Wailmer	Lv11 ▶										Lv12 ▶					
Mantine	Lv42 ▶										Lv43 ▶					
Slowking	Lv43 ▶										Lv44 ▶					
Slowbro	Lv43 ▶										Lv44 ▶					
Cradily	Lv44 ▶										Lv45 ▶					
Luvdisc	Lv44 ▶										Lv45 ▶					
Lanturn	Lv44 ▶										Lv45 ▶					
Darkrai (*1)					Lv53											
Lapras																

*1— Only appears when certain conditions are met (p.31)

B6F

From this point onward, the floors are dark

From B6F onward, you can only see 2 squares ahead in the corridors, making it easy to stumble into an enemy. If you're running low on HP, walk just 2 or 3 squares at a time, then stop and check for foes before proceeding.

Dungeon Pokémon Data

Cloyster — Water / Ice

Lv	43	44	45	46
HP	93	94	95	96
Exp.	270	275	280	286

MOVES: Spike Cannon, Aurora Beam
ABILITY: Skill Link

Huntail — Water

Lv	44	45	46	47
HP	127	128	129	129
Exp.	620	631	643	655

MOVES: Screech, Water Pulse, Crunch, Ice Fang

Wailmer — Water

Lv	11	12	13	14
HP	90	93	96	99
Exp.	258	270	283	296

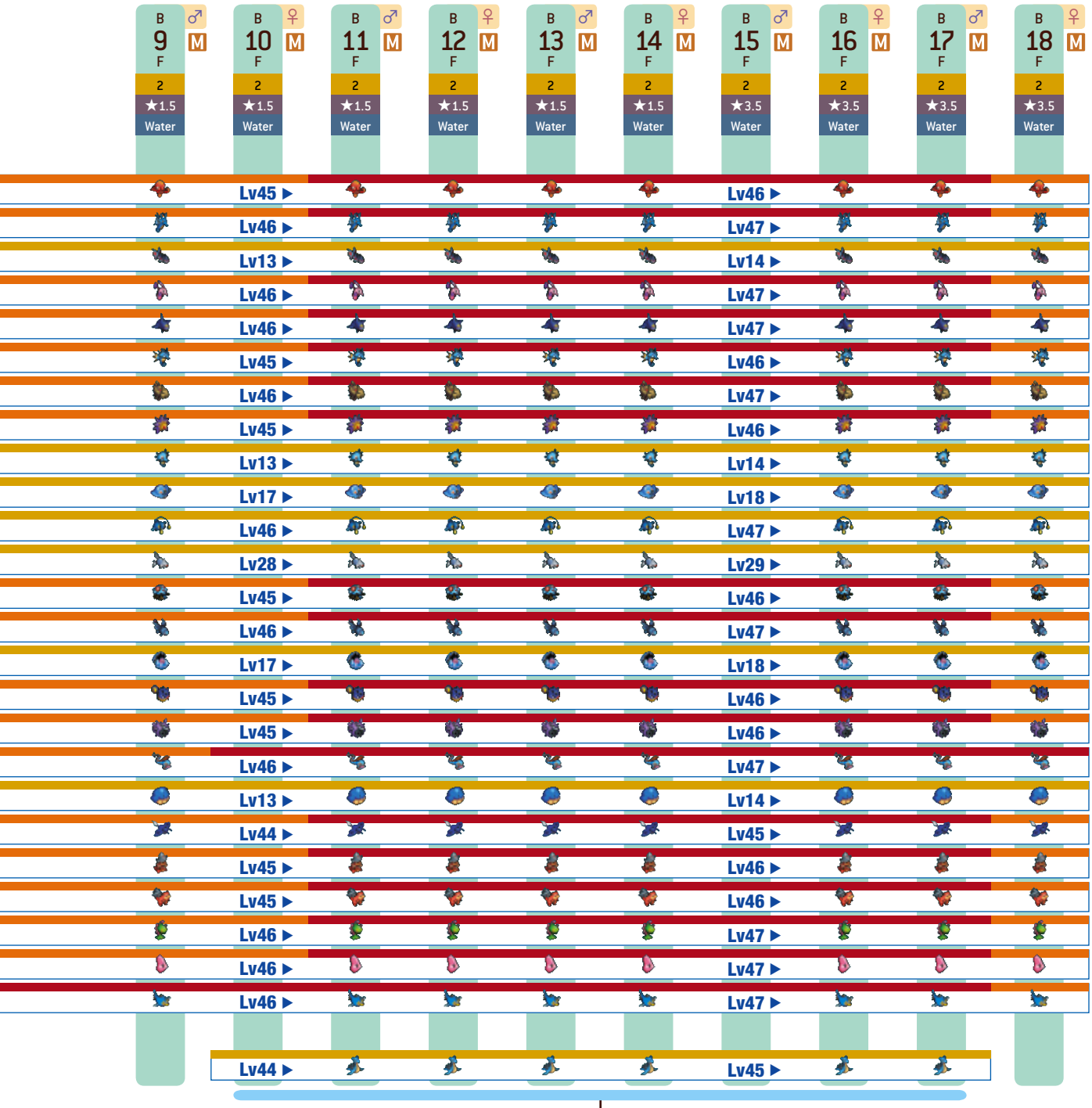
MOVES: Rollout, Whirlpool, Water Gun
ABILITY: Oblivious

Mantine — Water / Flying

Lv	42	43	44	45
HP	137	139	141	143
Exp.	724	738	752	766

MOVES: Bullet Seed, Agility, Water Pulse, Psybeam

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B10—B17F

Lapras's appearance makes these floors more dangerous

Lapras, which knows the move Perish Song, can appear between B10F and B17F. It has a low encounter rate, but if you're unlucky, it'll be an extremely dangerous encounter. If you're on any of these floors and you see the stairs, get to the next floor to avoid trouble.

Dungeon Pokémon Data

Slowking — Water / Psychic



Lv	43	44	45	46
HP	108	109	110	111
Exp.	442	450	459	467

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Swagger

Slowbro — Water / Psychic



Lv	43	44	45	46
HP	108	109	110	111
Exp.	338	344	351	357

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Disable

Cradily — Rock / Grass



Lv	44	45	46	47
HP	81	83	84	85
Exp.	402	410	418	425

MOVES: AncientPower, Acid, Constrict, Astonish

Luvdisc — Water



Lv	44	45	46	47
HP	143	145	147	149
Exp.	577	588	599	610

MOVES: Agility, Water Pulse, Sweet Kiss, Attract

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Lanturn — Water / Electric

Lv	44	45	46	47
HP	132	133	134	135
Exp.	530	540	550	560

MOVES: Discharge, Signal Beam, BubbleBeam, Bubble, Spark

Lapras — Water / Ice

Lv	44	45
HP	118	120
Exp.	492	502

MOVES: Perish Song, Sing, Water Pulse, Ice Beam

Darkrai — Dark / Gender ?

Lv	53
HP	116
Exp.	892

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack

Pokémon To Watch For

Sharpedo — B1—B18F

A tough opponent that can deflect damage

If you hit Sharpedo while next to it, its Rough Skin Ability can deal half of that damage back to you. Use thrown items and ranged attacks to do as much damage as you can from a distance; once you close in, use heavy-hitting attacks to take it out in a single move. You can also use moves like Sleep Powder to disable it, or use special moves to get around its Rough Skin Ability.



Damage from items like Gravelerocks won't be dealt back to you.

Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Racket Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 37-2

Deep Miracle Sea

Total 5 F

Replayable: Y

You'll encounter the same Pokémon as you did in the Miracle Sea, except for the Gyarados on the final floor. If you return to the Miracle Seabed (B5F) after beating the dungeon, you can befriend Phione.

Special Rules	• No Friend Rescues

Initial Goal	Defeat Gyarados at the Miracle Seabed (B5F) and obtain the Phione Dew
Recommended Level	Lv49+

Special Rooms and Terrain			
Room	Monster House (All floors)	Treasure Chamber (B3F)	
Terrain	Water	Wonder Tiles	Traps

Tip Save Your Useful Items for Later

B1F through B4F are fairly small floors, so you should be able to find the stairs without using any items. Try to clear the dungeon without using any Pure Seeds or Luminous Orbs.



The rooms may be large, but there won't be more than around 6 of them. The layout of the corridors is also straightforward, making it easy to find the stairs.

Treasure Chamber

▼▼B3F



Items

● Treasure Box

Treasure Box Contents

Wonder Gummi, Seabed Veil, Air Blade, or Silver Veil

Necessary Items

Key

Boss ▸▸ Miracle Seabed (B5F)

Watch the weather when you battle

Gyarados

Gyarados uses mostly Water- and Dragon-type moves, but none of these should cause you serious damage in a single attack. Just lower its Defense or Sp. Defense, use linked moves, and fight as you normally would. If Gyarados uses Rain Dance and turns the weather to Rain, use a move like Stun Spore to disable it and you'll be fine.



In Rain weather, Gyarados's Water-type moves do 50% more damage.





When you have three teammates, you can get them all to pitch in by having the leader move diagonally, as shown to the right.

Dungeon Pokémon Data

Octillery — Water



Lv	46	47
HP	137	138
Exp.	781	795

MOVES: Bullet Seed, Rock Blast, Psybeam

Starmie — Water / Psychic — Gender ?



Lv	46	47
HP	116	118
Exp.	110	112

MOVES: Confuse Ray, Recover, Rapid Spin, Swift

Remoraid — Water



Lv	28	30
HP	121	122
Exp.	258	265

MOVES: Bullet Seed, Psybeam, Aurora Beam

Cloyster — Water / Ice



Lv	46	47
HP	96	97
Exp.	286	291

MOVES: Spike Cannon, Aurora Beam
ABILITY: Skill Link

Kingdra — Water / Dragon



Lv	47	48
HP	116	117
Exp.	610	621

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble

Horsea — Water



Lv	14	15
HP	77	79
Exp.	124	129

MOVES: Bubble, Focus Energy, SmokeScreen
ABILITIES: Swift Swim, Sniper

Tentacruel — Water / Poison



Lv	46	47
HP	120	120
Exp.	434	442

MOVES: Screech, Water Pulse, BubbleBeam, Acid

Wailmer — Water



Lv	14	15
HP	99	102
Exp.	296	309

MOVES: Rollout, Whirlpool, Water Gun
ABILITY: Oblivious

Finneon — Water



Lv	14	15
HP	56	58
Exp.	310	324

MOVES: Attract, Rain Dance, Pound
ABILITIES: Storm Drain, Swift Swim

Mantyke — Water / Flying



Lv	18	19
HP	74	76
Exp.	129	134

MOVES: Agility, BubbleBeam, Bubble, Headbutt, Supersonic

Lumineon — Water



Lv	47	48
HP	105	106
Exp.	481	490

MOVES: Water Pulse, U-turn, Attract
ABILITY: Storm Drain

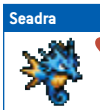
Mantine — Water / Flying



Lv	45	46
HP	143	145
Exp.	766	781

MOVES: Bullet Seed, Agility, Water Pulse, Psybeam

Seadra — Water



Lv	46	47
HP	128	128
Exp.	346	352

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble

Chinchou — Water / Electric



Lv	47	48
HP	135	136
Exp.	453	461

MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Qwilfish — Water / Poison



Lv	46	47
HP	131	132
Exp.	451	459

MOVES: Pin Missile, Rollout, Poison Sting
ABILITY: Swift Swim

Slowking — Water / Psychic



Lv	46	47
HP	111	112
Exp.	467	476

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Swagger

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Pokémon Dungeon Breakdown

	B 1 F ♂ M	B 2 F ♀ M	B 3 F ♂ M TC	B 4 F ♀ M	MIRACLE SEABED ♂
Light	2	2	2	2	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Water	Water	Water	Water	Water
Octillery	Lv46	Lv47 ▶			
Kingdra	Lv47	Lv48 ▶			
Finneon	Lv14	Lv15 ▶			
Seadra	Lv46	Lv47 ▶			
Starmie	Lv46	Lv47 ▶			
Horsea	Lv14	Lv15 ▶			
Mantyke	Lv18	Lv19 ▶			
Chinchou	Lv47	Lv48 ▶			
Remoraid	Lv29	Lv30 ▶			
Tentacruel	Lv46	Lv47 ▶			
Lumineon	Lv47	Lv48 ▶			
Qwilfish	Lv46	Lv47 ▶			
Cloyster	Lv46	Lv47 ▶			
Wailmer	Lv14	Lv15 ▶			
Mantine	Lv45	Lv46 ▶			
Slowking	Lv46	Lv47 ▶			
Slowbro	Lv46	Lv47 ▶			
Lanturn	Lv47	Lv48 ▶			
Gorebyss	Lv47	Lv48 ▶			
Sharpedo	Lv47	Lv48 ▶			
Relicanth	Lv47	Lv48 ▶			
Clamperl	Lv18	Lv19 ▶			
Huntail	Lv47	Lv48 ▶			
Cradily	Lv47	Lv48 ▶			
Luvdisc	Lv47	Lv48 ▶			
Lapras			Lv46		
Gyarados (*1)					Lv46

*1— Does not reappear after you defeat it

Dungeon Pokémon Data

Slowbro — Water / Psychic

	Lv	HP	Exp.
0	46	111	357
	47	112	364

MOVES: Water Pulse, Confusion, Zen Headbutt, Headbutt, Disable

Lanturn — Water / Electric

	Lv	HP	Exp.
0	47	135	560
	48	136	570

MOVES: Discharge, Signal Beam, BubbleBeam, Bubble, Spark

Gorebyss — Water

	Lv	HP	Exp.
0	47	128	560
	48	129	570

MOVES: Agility, Water Pulse, Confusion, Psychic

Sharpedo — Water / Dark

	Lv	HP	Exp.
0	47	131	644
	48	132	655

MOVES: Screech, Agility, Aqua Jet
ABILITY: Rough Skin

Relicanth — Water / Rock

	Lv	HP	Exp.
4	47	148	498
	48	150	507

MOVES: AncientPower, Rock Tomb, Yawn
ABILITY: Swift Swim



B3F

There's a Treasure Chamber on this floor

Enemy Pokémon drop largely the same items here as they did in the Miracle Sea, lessening the need for you to comb every single room—except on B3F. If you have a Key, swing by the Treasure Chamber here to collect the Treasure Box.



Inside the Treasure Chamber is a Treasure Box containing a rare and valuable item.

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Dungeon Pokémon Data

Clamperl — Water



Lv	18	19
HP	66	69
Exp.	283	294

MOVES: Clamp, Whirlpool, Water Gun, Iron Defense

Luvdisc — Water



Lv	47	48
HP	149	150
Exp.	610	621

MOVES: Agility, Water Pulse, Sweet Kiss, Attract

Lapras — Water / Ice



Lv	46
HP	122
Exp.	511

MOVES: Perish Song, Sing, Water Pulse, Ice Beam

Gyarados — Water / Flying



Lv	46
HP	?
Exp.	0

MOVES: Hydro Pump, Ice Fang, Twister, Bite, Thrash

Huntail — Water



Lv	47	48
HP	129	130
Exp.	655	666

MOVES: Screech, Water Pulse, Crunch, Ice Fang

Cradily — Rock / Grass



Lv	47	48
HP	85	86
Exp.	425	433

MOVES: AncientPower, Acid, Constrict, Astonish

Pokémon To Watch For



Cloyster — B1—B3F

Its Ability strengthens its Spike Cannon

Thanks to Cloyster's Skill Link Ability, its Spike Cannon move always attacks the maximum number of times: 5. It's not very accurate, but those 5 attacks can score 2 to 3 hits and do heavy damage. Thankfully, Cloyster's HP is not that high, so approach it (but stay out of its direct line of attack) and knock it out quickly with powerful moves.



Not only does Spike Cannon strike several times in a row, it also has a range of 10 squares. Stay on your toes even if Cloyster seems to be far away.

Obtainable Items

Deep Miracle Sea

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Racket Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Gravelerock	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

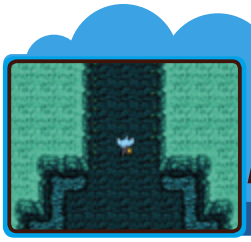
Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 38

Aegis Cave

Total 19 F

Replayable Y

The interior of this somewhat unusual dungeon is split into seven sections. To advance to the next section, you need to defeat a boss, obtain special Unown stones, and then examine a stone monument.

Initial Goal	Defeat Regigigas and its companions in the Regigigas Chamber and obtain the treasure
Recommended Level	Lv49+

Special Rules	• No Friend Rescues

Special Rooms and Terrain		
Room	—	
Terrain	Wonder Tiles	Traps

Feature Special Seven-Part Layout

This dungeon is split into the Ice Aegis Cave, Regice Chamber, Rock Aegis Cave, Regirock Chamber, Steel Aegis Cave, Registeel Chamber, and Aegis Cave Pit. As shown in the diagram at right, after you beat the Ice Aegis Cave, Rock Aegis Cave, or Steel Aegis Cave, you'll return to the room with the stone monument. To advance, you need specially-shaped stones dropped by the Unown (see below). Each of the Regice, Regirock, and Registeel Chambers has a dungeon boss, too. You'll also have to defeat each one to advance to the next section.

Items Get the Unown Stones

Inside the dungeon are 28 different kinds of Unown. When you defeat one, it sometimes drops a stone shaped like itself. These stones match up with slots in the stone monument; collect all the stones that match the slots in the monument, examine the monument, and secret stairs will appear so you can advance to the next boss. You can get the stones in the Ice Aegis Cave, the Rock Aegis Cave, or the Steel Aegis Cave—it doesn't matter which.



The stones correspond to the alphabet and punctuation mark shapes of the Unown. You can check each one on the Items > Description screen.

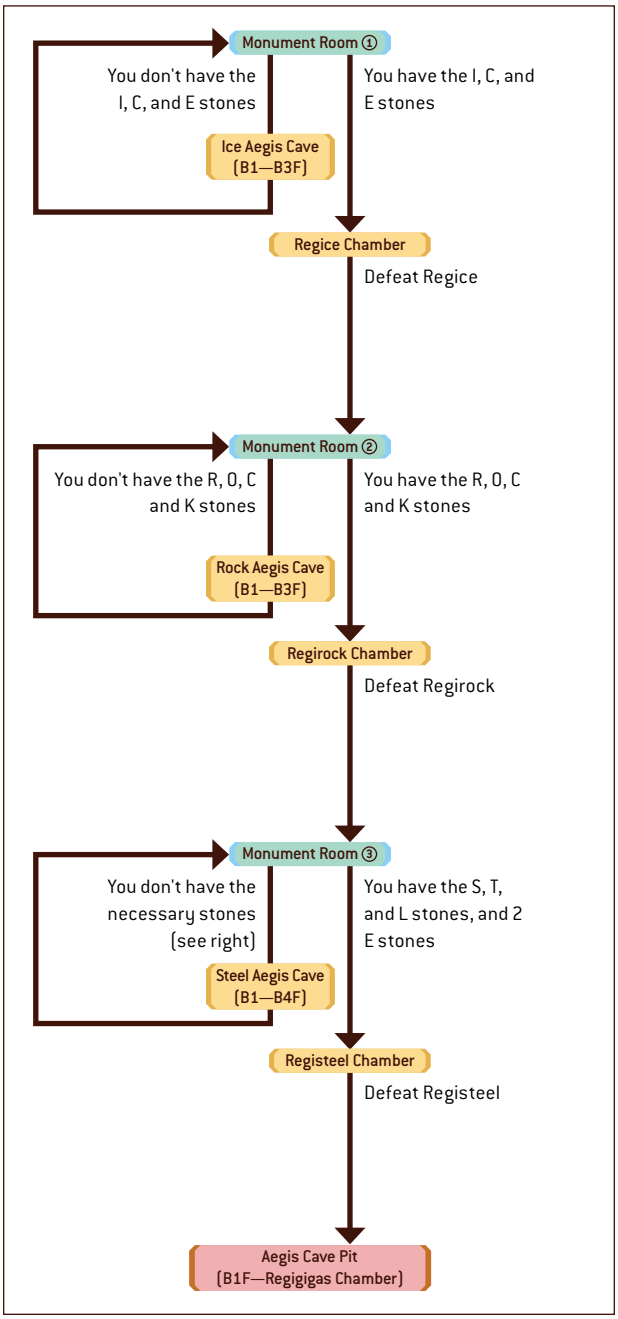
Tip Don't Forget to Check Which Unown You're Facing

Although there are a total of 28 kinds of Unown, including A to Z and ! and ?, only a maximum of 14 kinds will appear on each floor. Sometimes the Unown with the stone you want just isn't there. So when you're looking for a particular stone, go to the menu and pick Friend Search to see if that Unown is on the floor.



If the Unown you need isn't on the floor, don't hang around; move on to the next floor.

The Path Through Aegis Cave



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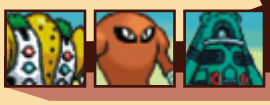
Boss ▸▸ Regice Chamber, Regirock Chamber, Registeel Chamber

A lengthy battle puts you at a disadvantage

Regice, Regirock, Registeel

Each of these foes has the Clear Body Ability, preventing its stats from being lowered. On top of that, they can raise their Defense with Iron Defense or Amnesia. If they use these moves several times, you'll do much less damage with each hit, so use linked moves and take them out as quickly as possible.





Boss ▸▸ Regigigas Chamber (Aegis Cave Pit B6F)

Team up with Team Charm

Regigigas, Hitmonlee×4, Bronzong×4

Team Charm (Buneary, Gardevoir, and Medicham) are in your corner for this battle. You won't fail the mission if Team Charm is defeated, but they absorb enemy attacks so throw them Oran Berries and healing items when you can. When the battle begins, move to Team Charm's lower right and concentrate on supporting them as you take down Hitmonlee and Bronzong, in that order. But if you have any moves that affect the whole room, use them on your enemies without worrying about what order you fight them in.



Regigigas's Ability gives it the Slow status right at the start of battle.



Once you've taken out Hitmonlee and Bronzong, join Team Charm in attacking Regigigas.



Dungeon Pokémon Data

Unown (*1) — Psychic — Gender ?



Lv	43	44	45	46
HP	100	102	104	106
Exp.	20	21	21	22

MOVES: Hidden Power
ABILITY: Levitate

Zubat — Poison / Flying — Gender ?



Lv	16	17	18	19
HP	49	50	52	54
Exp.	167	174	180	187

MOVES: Bite, Astonish, Supersonic, Leech Life, Wing Attack **ABILITY:** Inner Focus

Regice (*2) — Ice — Gender ?



Lv	46
HP	?
Exp.	0

MOVES: Explosion, AncientPower, Icy Wind, Stomp, Superpower, Amnesia

Regigigas (*3) — Normal — Gender ?



Lv	49
HP	?
Exp.	0

MOVES: Dizzy Punch, ThunderPunch, Fire Punch, Ice Punch, Confuse Ray

Crobat — Poison / Flying



Lv	44	45
HP	95	97
Exp.	678	691

MOVES: Screech, Poison Fang, Air Cutter, Cross Poison, Bite, Astonish

Machamp — Fighting



Lv	47	48	49
HP	116	117	118
Exp.	476	484	493

MOVES: Cross Chop, Karate Chop, Seismic Toss, Focus Energy, Submission, Low Kick

Regirock (*2) — Rock — Gender ?



Lv	46
HP	?
Exp.	0

MOVES: Explosion, AncientPower, Stomp, Superpower, Rock Throw, Iron Defense

Hitmonlee — Fighting — ♂ only



Lv	35
HP	?
Exp.	0

MOVES: Double Kick, Rolling Kick, Focus Energy, Hi Jump Kick, Mind Reader, Brick Break, Feint

Golbat — Poison / Flying



Lv	45	46	47	48
HP	115	116	117	118
Exp.	610	621	632	644

MOVES: Screech, Poison Fang, Air Cutter, Bite, Astonish, Confuse Ray

Machoke — Fighting



Lv	41	42	43
HP	105	106	107
Exp.	210	214	218

MOVES: Cross Chop, Karate Chop, Seismic Toss, Focus Energy, Submission, Low Kick

Registeel (*2) — Steel — Gender ?



Lv	46
HP	?
Exp.	0

MOVES: Explosion, AncientPower, Stomp, Metal Claw, Superpower, Iron Defense

Bronzong — Steel / Psychic — Gender ?



Lv	35
HP	?
Exp.	0

MOVES: Imprison, Hypnosis, Confusion, Extrasensory, Confuse Ray, Sunny Day

*1— All Unown have the same stats
*2— 50% chance of recruiting it if you defeat it after beating the dungeon once
*3— Automatically recruited if you defeat it after beating the dungeon once

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Pokémon Dungeon Breakdown

Ice Aegis Cave

	B 1 F ♂	B 2 F ♀	B 3 F ♂
Light	2	2	2
IQ	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock
Unown (A)	Lv43 ▶		
Unown (B)	Lv43 ▶		
Unown (C)	Lv43 ▶		
Unown (D)	Lv43 ▶		
Unown (E)	Lv43 ▶		
Unown (F)	Lv43 ▶		
Unown (G)	Lv43 ▶		
Unown (H)	Lv43 ▶		
Unown (I)	Lv43 ▶		
Unown (J)	Lv43 ▶		
Unown (K)	Lv43 ▶		
Unown (L)	Lv43 ▶		
Unown (M)	Lv43 ▶		
Unown (N)	Lv43 ▶		
Unown (O)	Lv43 ▶		
Unown (P)	Lv43 ▶		
Unown (Q)	Lv43 ▶		
Unown (R)	Lv43 ▶		
Unown (S)	Lv43 ▶		
Unown (T)	Lv43 ▶		
Unown (U)	Lv43 ▶		
Unown (V)	Lv43 ▶		
Unown (W)	Lv43 ▶		
Unown (X)	Lv43 ▶		
Unown (Y)	Lv43 ▶		
Unown (Z)	Lv43 ▶		
Unown (!)	Lv43 ▶		
Unown (?)	Lv43 ▶		
Golbat	Lv45 ▶		
Zubat	Lv16 ▶		

Rock Aegis Cave

	B 1 F ♂	B 2 F ♀	B 3 F ♂
Light	2	2	2
IQ	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock
Unown (A)	Lv43	Lv44 ▶	
Unown (B)	Lv43	Lv44 ▶	
Unown (C)	Lv43	Lv44 ▶	
Unown (D)	Lv43	Lv44 ▶	
Unown (E)	Lv43	Lv44 ▶	
Unown (F)	Lv43	Lv44 ▶	
Unown (G)	Lv43	Lv44 ▶	
Unown (H)	Lv43	Lv44 ▶	
Unown (I)	Lv43	Lv44 ▶	
Unown (J)	Lv43	Lv44 ▶	
Unown (K)	Lv43	Lv44 ▶	
Unown (L)	Lv43	Lv44 ▶	
Unown (M)	Lv43	Lv44 ▶	
Unown (N)	Lv43	Lv44 ▶	
Unown (O)	Lv43	Lv44 ▶	
Unown (P)	Lv43	Lv44 ▶	
Unown (Q)	Lv43	Lv44 ▶	
Unown (R)	Lv43	Lv44 ▶	
Unown (S)	Lv43	Lv44 ▶	
Unown (T)	Lv43	Lv44 ▶	
Unown (U)	Lv43	Lv44 ▶	
Unown (V)	Lv43	Lv44 ▶	
Unown (W)	Lv43	Lv44 ▶	
Unown (X)	Lv43	Lv44 ▶	
Unown (Y)	Lv43	Lv44 ▶	
Unown (Z)	Lv43	Lv44 ▶	
Unown (!)	Lv43	Lv44 ▶	
Unown (?)	Lv43	Lv44 ▶	
Golbat	Lv45	Lv46 ▶	
Zubat	Lv16	Lv17 ▶	
Machamp		Lv47 ▶	
Machoke		Lv41 ▶	

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Steel Aegis Cave

	B 1 F ♂	B 2 F ♀	B 3 F ♂	B 4 F ♀
Light	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock
Unown (A)	Lv44	Lv45 ▶		
Unown (B)	Lv44	Lv45 ▶		
Unown (C)	Lv44	Lv45 ▶		
Unown (D)	Lv44	Lv45 ▶		
Unown (E)	Lv44	Lv45 ▶		
Unown (F)	Lv44	Lv45 ▶		
Unown (G)	Lv44	Lv45 ▶		
Unown (H)	Lv44	Lv45 ▶		
Unown (I)	Lv44	Lv45 ▶		
Unown (J)	Lv44	Lv45 ▶		
Unown (K)	Lv44	Lv45 ▶		
Unown (L)	Lv44	Lv45 ▶		
Unown (M)	Lv44	Lv45 ▶		
Unown (N)	Lv44	Lv45 ▶		
Unown (O)	Lv44	Lv45 ▶		
Unown (P)	Lv44	Lv45 ▶		
Unown (Q)	Lv44	Lv45 ▶		
Unown (R)	Lv44	Lv45 ▶		
Unown (S)	Lv44	Lv45 ▶		
Unown (T)	Lv44	Lv45 ▶		
Unown (U)	Lv44	Lv45 ▶		
Unown (V)	Lv44	Lv45 ▶		
Unown (W)	Lv44	Lv45 ▶		
Unown (X)	Lv44	Lv45 ▶		
Unown (Y)	Lv44	Lv45 ▶		
Unown (Z)	Lv44	Lv45 ▶		
Unown (!)	Lv44	Lv45 ▶		
Unown (?)	Lv44	Lv45 ▶		
Golbat	Lv46	Lv47 ▶		
Zubat	Lv17	Lv18 ▶		
Machamp	Lv47	Lv48 ▶		
Machoke	Lv41	Lv42 ▶		

Regice Chamber

	REGICE CHAMBER
Light	None
IQ	★3.5
Terrain	Rock
Regice (*1)	Lv46

Regirock Chamber

	REGIROCK CHAMBER
Light	None
IQ	★3.5
Terrain	Rock
Regirock (*1)	Lv46

Registeel Chamber

	REGISTEEL CHAMBER
Light	None
IQ	★3.5
Terrain	Rock
Registeel (*1)	Lv46

*1— Does not appear once you recruit it



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Pokémon Dungeon Breakdown

Aegis Cave Pit

	B 1 F ♂	B 2 F ♀	B 3 F ♂	B 4 F ♀	B 5 F ♂
Light	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock
Unown (A)	Lv45	Lv46 ▶			
Unown (B)	Lv45	Lv46 ▶			
Unown (C)	Lv45	Lv46 ▶			
Unown (D)	Lv45	Lv46 ▶			
Unown (E)	Lv45	Lv46 ▶			
Unown (F)	Lv45	Lv46 ▶			
Unown (G)	Lv45	Lv46 ▶			
Unown (H)	Lv45	Lv46 ▶			
Unown (I)	Lv45	Lv46 ▶			
Unown (J)	Lv45	Lv46 ▶			
Unown (K)	Lv45	Lv46 ▶			
Unown (L)	Lv45	Lv46 ▶			
Unown (M)	Lv45	Lv46 ▶			
Unown (N)	Lv45	Lv46 ▶			
Unown (O)	Lv45	Lv46 ▶			
Unown (P)	Lv45	Lv46 ▶			
Unown (Q)	Lv45	Lv46 ▶			
Unown (R)	Lv45	Lv46 ▶			
Unown (S)	Lv45	Lv46 ▶			
Unown (T)	Lv45	Lv46 ▶			
Unown (U)	Lv45	Lv46 ▶			
Unown (V)	Lv45	Lv46 ▶			
Unown (W)	Lv45	Lv46 ▶			
Unown (X)	Lv45	Lv46 ▶			
Unown (Y)	Lv45	Lv46 ▶			
Unown (Z)	Lv45	Lv46 ▶			
Unown (!)	Lv45	Lv46 ▶			
Unown (?)	Lv45	Lv46 ▶			
Golbat	Lv47	Lv48 ▶			Lv48
Zubat	Lv18	Lv19 ▶			Lv19
Machamp	Lv48	Lv49 ▶			
Machoke	Lv42	Lv43 ▶			
Crobat	Lv44	Lv45 ▶			

	REGIGIGAS CHAMBER
Light	None
IQ	★6
Terrain	Building
Regigigas (*1)	Lv49
Hitmonlee (*1)	Lv35
Bronzong (*1)	Lv35

*1— Does not appear once you recruit Regigigas

Obtainable Items

Sticky None

Name	Floor	Shop
Throwing Items		
Gravelerock	All Floors	—
Food		
Apple	All Floors	—
Gravelyrock	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
Escape Orb	All Floors	—
Other		
Key	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pitfall Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 39

Concealed Ruins

Total 30 F

Replayable Y

This dungeon is packed with exploding traps and Pokémon who use either explosive moves or attacks that affect entire rooms. Unless you're well-equipped for these dangers, this 30-floor trudge will be tough going.

Initial Goal	Clear B30F
Recommended Level	Lv50+

Special Rules	• Final floor is always a treasure floor (p.26)

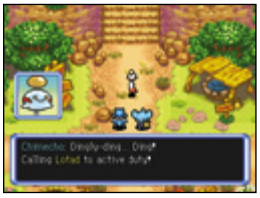
Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (B29F)
Terrain	Water	Traps	

Prep Assemble a Strong Team

Every floor carries the risk that you might get caught in an explosion, so bring Pokémon with the Damp Ability or the Rain Dance move. And since the wide-ranging Ground-type move Earth Power is a threat, leave behind any Pokémon who are weak against Ground-type moves. Bring lots of Oran Berries, Reviver Seeds, and Wonder Orbs that can incapacitate your foes.



Even if nobody on your team has the Damp Ability, you can use Rain Dance to change the weather to Rain and prevent explosions.



Gyarados and Lotad are good picks for this mission, as the Rain Dance move is very effective against Ground-types.



If you bring any Pokémon who are weak against Ground-type moves, they could be wiped out by Earth Power.

Items Obtain the Exclusive Items for Regice and Others

Inside the Treasure Box in the Treasure Chamber on B29F is the exclusive item for one of the bosses from the Aegis Cave: Regice, Regirock, Registeel, or Regigigas. If you have any of these Pokémon on your roster, be sure to bring a Key and get the Treasure Box.

Treasure Chamber

▼▼B29F



Items

● Treasure Box

Treasure Box Contents

Ice Sash, Ancient Ring, Steel Sash, or Rock Sash

Necessary Items

Key

Treasure Floor

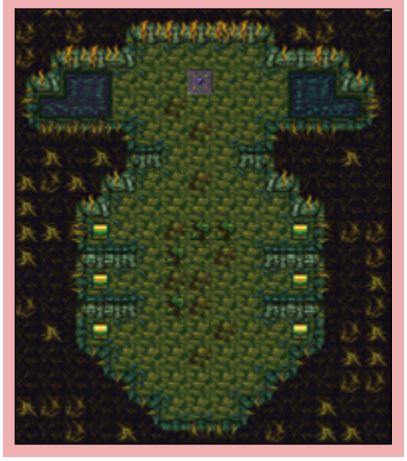
▼▼B30F

Items

● Deluxe Box ×6

Deluxe Box Contents

Yellow Gummi, Orange Gummi, Clear Gummi, Pink Gummi, Sitrus Berry, or Reviver Seed



Pokémon To Watch For



Nidoqueen B1—B29F

Earth Power makes it a big threat

From B6F onward, Nidoqueen can use Earth Power to deal major damage. Besides affecting an entire room, this attack has high accuracy and inflicts a lot of damage if used successively. If you're in a jam because you're getting hit with it in a corridor, use an item to disable the foe.





Weezing B1—B29F

Causes explosions at random

Weezing uses two kinds of explosive moves. They're no threat if you can change the floor's status to Defused, but if you can't, knock Weezing out before it can try anything.



Explosion delivers damage over a large area and can easily hit your entire team.

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Pokémon Dungeon Breakdown

Shopkeeper Level — Lv42 (B1—B5F) Lv43 (B6—B9F) Lv44 (B10—B14F) Lv45 (B15—B19F) Lv46 (B20F)

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀	B9F ♂	B9F ♀	B10F ♂	B10F ♀
Light	2		2		2		2		2		2		2		2		2		2	
IQ	★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5	
Terrain	Building		Building		Building		Building		Building		Building		Building		Building		Building		Building	
Pidgey	Lv42 ▶										Lv43 ▶								Lv44	
Taillow	Lv16 ▶										Lv17 ▶								Lv18 ▶	
Loudred	Lv42 ▶										Lv43 ▶								Lv44 ▶	
Voltorb	Lv13 ▶										Lv14 ▶								Lv15 ▶	
Poochyena	Lv15 ▶										Lv16 ▶								Lv17 ▶	
Nidoqueen	Lv42 ▶										Lv43 ▶								Lv44 ▶	
Umbreon	Lv45 ▶										Lv46 ▶								Lv47 ▶	
Weezing	Lv42 ▶										Lv43 ▶								Lv44 ▶	
Murkrow	Lv22 ▶										Lv23 ▶								Lv24 ▶	
Delcatty															Lv47 ▶				Lv48 ▶	
Pidgeotto																				
Shuppet																				
Swellow																				
Mightyena																				
Exploud																				
Electrode																				
Pidgeot																				

B16F

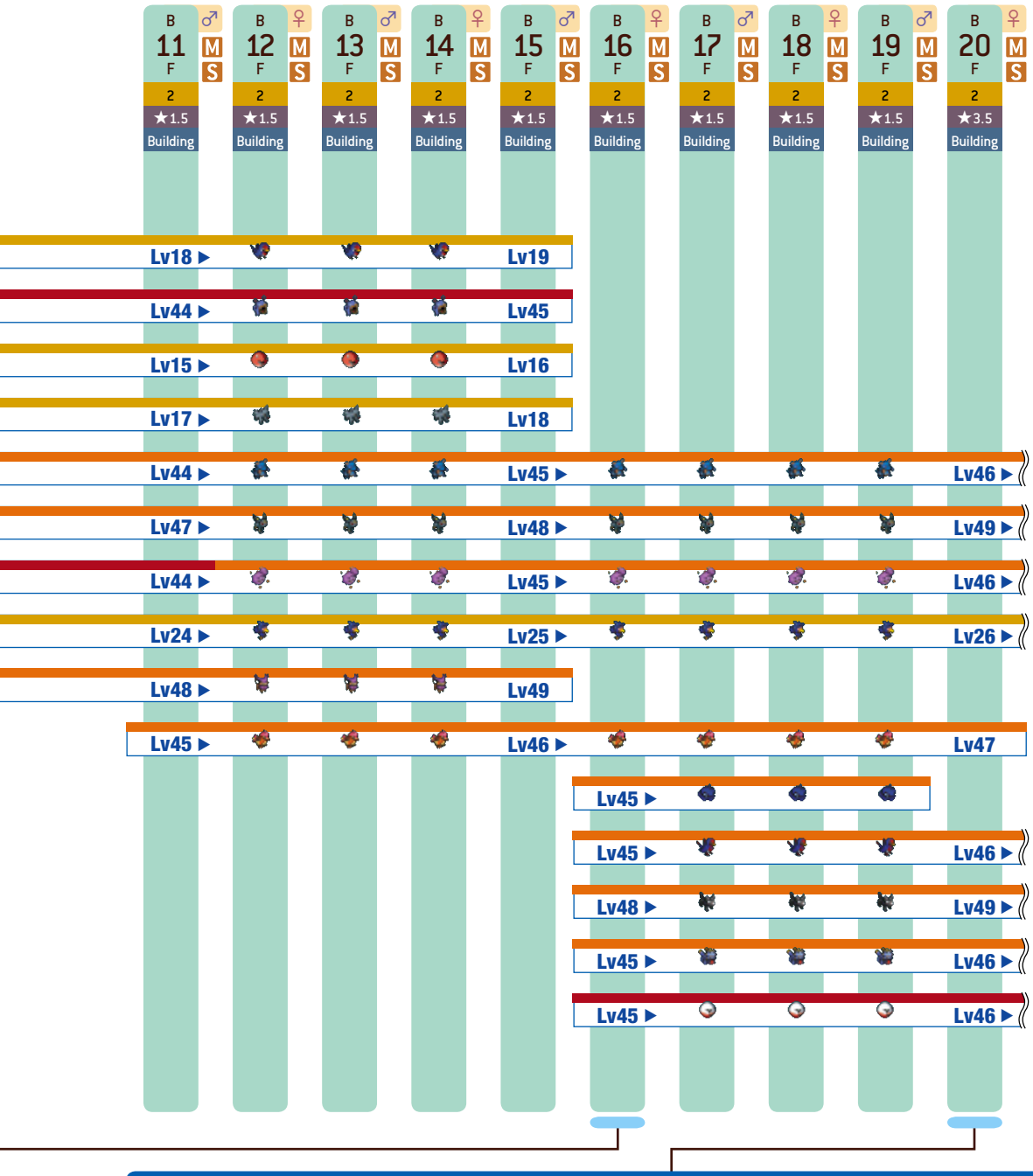
From here on in, the opponent line-up changes

From B16F onward, about half of the enemy Pokémon roster will be replaced. The ones to be careful of are Shuppet, which can pass through walls, and Electrode, which can cause explosions with Selfdestruct. Electrode also has the Static Ability, which can inflict Paralysis on an attacking foe. So if you're standing right next to it, use a powerful move to knock it out right away.



Electrode has a high encounter rate, so you're likely to run into it if you explore the floors to any great extent.

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B20F

Watch out for Pidgeotto on this floor

The Pidgeotto that appear on this floor can use Tailwind, which raises the Speed of other enemy Pokémon in the room, and Agility. If you step into a room with a group of foes that includes Pidgeotto, it can amp up their Speed until they approach and attack at a dizzying rate. If that doesn't appeal to you, use moves and items to prevent it before it's too late.



If you run into a Monster House on B20F, use items to disable all the foes.



If you don't, you could find yourself instantly surrounded by attacking enemies.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv46 (B21F—B24F), Lv47 (B25—B29F)

Concealed Ruins (B21—B30F)

	B21F	B22F	B23F	B24F	B25F	B26F	B27F	B28F	B29F	B30F
	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S TC	Treasure Floor
Light	2	2	2	2	2	2	2	2	2	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	—
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building
Pidgey										
Taillow										
Loudred										
Voltorb										
Poochyena										
Nidoqueen					Lv47 ▶					
Umbreon					Lv50 ▶					
Weezing					Lv47 ▶					
Murkrow					Lv27 ▶					
Delcatty										
Pidgeotto										
Shuppet										
Swellow					Lv47 ▶					
Mightyena					Lv50 ▶					
Exploud					Lv47 ▶					
Electrode					Lv47 ▶					
Pidgeot	Lv46 ▶				Lv47 ▶					

Dungeon Pokémon Data

Pidgey — Normal / Flying

Lv	42	43	44
HP	82	83	84
Exp.	45	46	47

MOVES: Tailwind, Agility, Quick Attack, Twister, Roost, Whirlwind

Taillow — Normal / Flying

Lv	16	17	18	19
HP	35	36	37	38
Exp.	22	23	24	25

MOVES: Quick Attack, Focus Energy, Wing Attack, Peck, Double Team **ABILITY:** Guts

Loudred — Normal

Lv	42	43	44	45
HP	114	116	118	120
Exp.	499	509	519	529

MOVES: Screech, Stomp, Bite, Astonish, Supersonic

Voltorb — Electric / Gender ?

Lv	13	14	15	16
HP	52	54	56	58
Exp.	127	133	139	145

MOVES: Rollout, Spark, SonicBoom, Charge, Tackle **ABILITY:** Static

Poochyena — Dark

Lv	15	16	17	18
HP	52	54	56	58
Exp.	91	95	98	102

MOVES: Bite, Tackle, Sand-Attack, Odor Sleuth, Howl **ABILITY:** Quick Feet

Nidoqueen — Poison / Ground / ♀ only

Lv	42	43	44	45	46	47
HP	121	123	125	127	129	131
Exp.	545	556	567	577	588	599

MOVES: Earth Power, Double Kick, Body Slam, Poison Sting, Scratch **ABILITY:** Poison Point

Umbreon — Dark

Lv	45	46	47	48	49	50
HP	122	123	124	125	126	127
Exp.	189	192	196	199	203	206

MOVES: Quick Attack, Confuse Ray, Helping Hand, Assurance, Pursuit, Faint Attack

Weezing — Poison

Lv	42	43	44	45	46	47
HP	120	122	124	126	128	130
Exp.	387	395	402	410	418	425

MOVES: Explosion, Selfdestruct, Double Hit, Sludge, Smog, Assurance, SmokeScreen

Murkrow — Dark / Flying

Lv	22	23	24	25	26	27
HP	80	84	88	92	95	98
Exp.	235	243	250	258	266	273

MOVES: Night Shade, Astonish, Assurance, Pursuit, Wing Attack **ABILITY:** Super Luck

Delcatty — Normal

Lv	47	48	49
HP	133	134	135
Exp.	509	518	527

MOVES: DoubleSlap, Sing, Fake Out, Attract **ABILITIES:** Cute Charm, Normalize

Pidgeotto — Normal / Flying

Lv	45	46	47
HP	95	96	97
Exp.	205	209	212

MOVES: Tailwind, Agility, Quick Attack, Twister, Roost, Whirlwind

Shuppet — Ghost

Lv	45
HP	114
Exp.	264

MOVES: Spite, Screech, Curse, Shadow Ball, Sucker Punch, Shadow Sneak

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Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	B1–B28F	—
Gaggle Specs	B1–B28F	—
Gold Ribbon	—	All Floors
Joy Ribbon	B1–B28F	—
No-Slip Cap	B1–B28F	—
No-Stick Cap	B1–B28F	—
Racket Band	B1–B28F	—
Sneak Scarf	B1–B28F	—
Special Band	B1–B28F	—
Twist Band	B1–B28F	—
Zinc Band	B1–B28F	

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	B1–B28F	All Floors
Iron Thorn	B1–B28F	All Floors
Silver Spike	B1–B28F	All Floors
Stick	B1–B28F	All Floors

Food

Name	Floor	Shop
Apple	B1–B28F	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	B1–B28F	All Floors
Cheri Berry	B1–B28F	All Floors
Chesto Berry	B1–B28F	All Floors
Doom Seed	B1–B28F	—
Dough Seed	B1–B28F	—
Dropeye Seed	B1–B28F	—
Eyedrop Seed	B1–B28F	All Floors
Heal Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	B1–B28F	All Floors
Oren Berry	B1–B28F	—
Pecha Berry	B1–B28F	All Floors
Plain Seed	—	All Floors
Quick Seed	B1–B28F	All Floors
Rawst Berry	B1–B28F	All Floors
Reviser Seed	B1–B28F	All Floors
Reviver Seed	B1–B28F	—
Sitrus Berry	—	All Floors
Sleep Seed	B1–B28F	All Floors
Slip Seed	B1–B28F	—
Stun Seed	—	All Floors
Totter Seed	B1–B28F	All Floors
Via Seed	B1–B28F	—
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	B1–B28F	All Floors
X-Eye Seed	B1–B28F	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	B1–B28F	All Floors
Mix Elixir	B1–B28F	—

TMs

Name	Floor	Shop
Aerial Ace	B1–B28F	All Floors
Attract	B1–B28F	All Floors
Avalanche	—	All Floors
Blizzard	B1–B28F	All Floors
Brick Break	B1–B28F	All Floors
Brine	B1–B28F	All Floors
Bulk Up	B1–B28F	All Floors
Bullet Seed	B1–B28F	All Floors
Calm Mind	B1–B28F	All Floors
Captivate	B1–B28F	All Floors
Charge Beam	—	All Floors
Dark Pulse	—	All Floors
Dig	B1–B28F	All Floors
Dive	B1–B28F	All Floors
Dragon Claw	—	All Floors
Dragon Pulse	—	All Floors
Drain Punch	—	All Floors
Earthquake	—	All Floors
Embargo	B1–B28F	All Floors
Endure	—	All Floors
Energy Ball	B1–B28F	All Floors
Explosion	B1–B28F	All Floors
Facade	B1–B28F	All Floors
False Swipe	B1–B28F	All Floors
Fire Blast	B1–B28F	All Floors
Flamethrower	B1–B28F	All Floors
Flash	B1–B28F	All Floors
Flash Cannon	—	All Floors
Fling	—	All Floors
Focus Blast	B1–B28F	All Floors
Focus Punch	B1–B28F	All Floors
Frustration	—	All Floors
Giga Drain	B1–B28F	All Floors
Giga Impact	B1–B28F	All Floors
Grass Knot	B1–B28F	All Floors
Gyro Ball	B1–B28F	All Floors
Hidden Power	B1–B28F	All Floors
Hyper Beam	B1–B28F	All Floors
Ice Beam	B1–B28F	All Floors
Iron Tail	B1–B28F	All Floors
Light Screen	B1–B28F	All Floors
Natural Gift	B1–B28F	All Floors
Overheat	B1–B28F	All Floors
Payback	B1–B28F	All Floors
Pluck	—	All Floors
Poison Jab	B1–B28F	All Floors
Protect	B1–B28F	All Floors
Psych Up	B1–B28F	All Floors
Psychic	B1–B28F	All Floors
Recycle	B1–B28F	All Floors
Reflect	B1–B28F	All Floors
Rest	B1–B28F	All Floors
Return	B1–B28F	All Floors
Roar	B1–B28F	All Floors
Rock Polish	B1–B28F	All Floors
Rock Slide	B1–B28F	All Floors
Roost	B1–B28F	All Floors
Safeguard	B1–B28F	All Floors
Secret Power	B1–B28F	All Floors
Shadow Ball	B1–B28F	All Floors
Shadow Claw	B1–B28F	All Floors
Shock Wave	B1–B28F	All Floors
Silver Wind	—	All Floors
Skill Swap	—	All Floors
Sleep Talk	B1–B28F	All Floors
Sludge Bomb	B1–B28F	All Floors
SolarBeam	B1–B28F	All Floors
Stealth Rock	B1–B28F	All Floors
Steel Wing	B1–B28F	All Floors
Stone Edge	—	All Floors
Substitute	—	All Floors
Swagger	—	All Floors
Swords Dance	B1–B28F	All Floors
Taunt	B1–B28F	All Floors
Thief	B1–B28F	All Floors
Thunder	B1–B28F	All Floors
Thunder Wave	B1–B28F	All Floors
Thunderbolt	B1–B28F	All Floors
Torment	B1–B28F	All Floors
Toxic	B1–B28F	All Floors
Trick Room	—	All Floors
U-turn	—	All Floors
Vacuum-Cut	B1–B28F	All Floors
Water Pulse	B1–B28F	All Floors
Wide Slash	B1–B28F	All Floors
Will-O-Wisp	—	All Floors
X-Scissor	B1–B28F	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	B1–B28F	All Floors
Blowback Orb	B1–B28F	All Floors
Cleanse Orb	B1–B28F	All Floors
Decoy Orb	—	All Floors
Drought Orb	—	All Floors
Escape Orb	B1–B28F	—
Evasion Orb	B1–B28F	All Floors
Fill-In Orb	—	All Floors
Foe-Fear Orb	B1–B28F	All Floors
Foe-Seal Orb	B1–B28F	All Floors
Hail Orb	—	All Floors
Hurl Orb	B1–B28F	All Floors
Identify Orb	—	All Floors
Itemizer Orb	—	All Floors
Lob Orb	—	All Floors
Longtoss Orb	—	All Floors
Luminous Orb	—	All Floors
Mobile Orb	—	All Floors
Mug Orb	—	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	B1–B28F	All Floors
Pierce Orb	—	All Floors
Pounce Orb	B1–B28F	All Floors
Quick Orb	—	All Floors
Radar Orb	B1–B28F	All Floors
Rainy Orb	—	All Floors
Rebound Orb	B1–B28F	All Floors
Rocky Orb	—	All Floors
Rollcall Orb	B1–B28F	All Floors
Sandy Orb	—	All Floors
Scanner Orb	B1–B28F	All Floors
See-Trap Orb	—	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Sizebust Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Snatch Orb	—	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Sunny Orb	—	All Floors
Switcher Orb	B1–B28F	All Floors
Totter Orb	—	All Floors
Transfer Orb	—	All Floors
Trapbust Orb	B1–B28F	All Floors
Trapper Orb	—	All Floors
Trawl Orb	B1–B28F	—
Warp Orb	B1–B28F	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

Dungeon Pokémon Data

Swellow — Normal / Flying

Lv	45	46	47
HP	83	85	86
Exp.	124	126	128

MOVES: Pluck, Endeavor, Quick Attack, Focus Energy, Aerial Ace, Wing Attack

Mightyena — Dark

Lv	48	49	50
HP	106	107	108
Exp.	552	562	572

MOVES: Bite, Swagger, Embargo, Assurance, Taunt, Roar, Tackle

Exploud — Normal

Lv	45	46	47
HP	120	122	124
Exp.	615	627	638

MOVES: Screech, Thunder Fang, Crunch, Fire Fang, Ice Fang, Stomp

Electrode — Electric / Gender ?

Lv	45	46	47
HP	127	128	129
Exp.	561	572	582

MOVES: Rollout, Selfdestruct, Screech, Spark, Charge Beam **ABILITY:** Static

Pidgeot — Normal / Flying

Lv	46	47
HP	106	107
Exp.	500	509

MOVES: Agility, Quick Attack, Twister, Roost, Whirlwind, Tackle



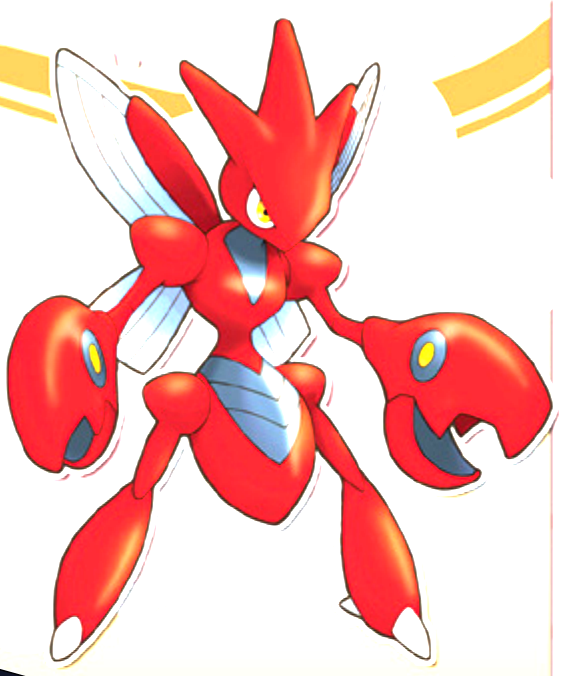
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Continued from p.157

TEAM POKÉPALS Friendship Adventure Chronicles

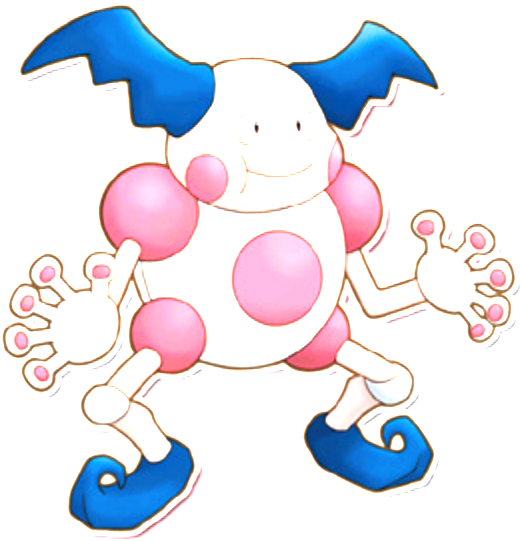
Scizor the Explorer

Your team heard about the famous explorer Scizor from a Mr. Mime who had just arrived in Treasure Town. It seemed that Scizor went to Blizzard Island in search of fabulous treasure, but vanished a long time ago. You located the island and decided to be the first explorers in ages to take on the dungeon.











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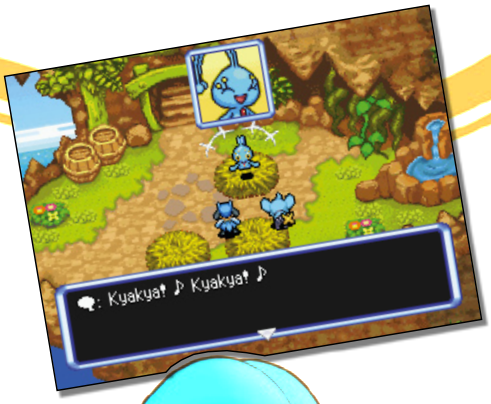
Manaphy

A newly-discovered route led to the Surrounded Sea in the far east. Your team immediately set out to explore it, and discovered a strangely-colored Egg on the seabed.

The day after you brought it home, the Egg hatched into a Pokémon. It was very cute, and a species you'd never seen before: a Manaphy, said to be so rare that only a few existed in the entire world.

From that day on, you two diligently cared for the newborn Manaphy. Manaphy quickly grew until , before you knew it, it could even say your names. All of Treasure Town was enchanted by the lovable little Pokémon.

But the happiness that you three shared was not to last. Life on land was a strain for Manaphy, who should have grown up in the deep sea.



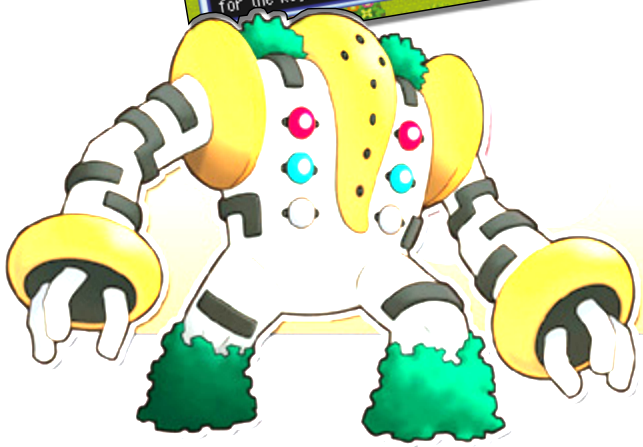






The Aegis Cave





Team Charm, a famous trio of Pokémon explorers, came to the Wigglytuff Guild. They had just discovered the Aegis Cave, where the entrance had a keyhole that looked like a perfect match for the key they'd given their old traveling companion Wigglytuff.

So, they had come to retrieve the key. Excited, your partner asked Team Charm if the two of you could join the expedition. Team Charm happily agreed, and all your friends in the guild decided to come too.

A series of powerful guardians awaited you in the cave, starting with Regice. You teamed up with Team Charm, dispatching foes that would give even Team Charm a run for their money. Finally, you arrived at the end for a showdown with the strongest guardian of them all: Regigigas.

Continued on page p.217

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Post-Ending Story Overview ③

Now the mighty Pokémon Palkia and Darkrai will appear. Some of the dungeons in this section can only be explored by the hero and partner on your first time through.

CONTINUED FROM P.160

Azurill's Nightmare

DUNGEON
(Complete at least one job)

(Visit any dungeon, or do a shift of sentry duty)

TOWN
- Cresselia appears in your dream

(Visit any dungeon, or do a shift of sentry duty)

TOWN
- Talk to Cresselia in your dream
- Talk to everyone at the guild

DUNGEON p.194
40 Mt. Travail — 1—19F

TOWN
- Talk to Drowzee at the Guild and enter The Nightmare

DUNGEON p.197
41 The Nightmare — B1—B17F

TOWN
- Talk to your partner at Sharpedo Bluff
- Talk to Lapras on the beach

EXPLORATION — Save — Storage
- Arrive at the Spacial Rift entrance

DUNGEON p.200
42-1 Spacial Rift — B1—B15F

CHECKPOINT — Save — Storage
- Arrive at the Spacial Rift checkpoint

DUNGEON p.204
42-2 Deep Spacial Rift — B1—B10F
Boss Palkia

NEXT PAGE



YOUR HERO AND PARTNER MUST COMPLETE THE STORY

When you first visit Mt. Travail as part of the story, your team can consist only of yourself and a single teammate: your partner. If you have any other configuration, you swap the other members for yourself and your partner in order to enter the dungeon. The same rule applies to The Nightmare, the Spacial Rift, and Dark Crater.



If you bring other team members you'll be given a choice like this one, the same as when you went to the Hidden Land.



GOING OUT OF TOWN

You're automatically brought to the Spacial Rift entrance after you visit the beach and talk to Lapras. You can't return to town until after you've beaten the Deep Spacial Rift, so get all your shopping done before you visit the beach.



There's no going back from the Spacial Rift entrance. Use the Kangaskhan Rock to organize your inventory, then enter the dungeon.

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PREVIOUS PAGE

Adventurers Again

TOWN
- Talk to Cresselia at Sharpedo Bluff and go to Dark Crater

DUNGEON p.207
43-1 Dark Crater B1—B15F

CHECKPOINT Save Storage
- Arrive at the Dark Crater checkpoint

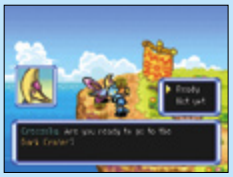
DUNGEON p.210
43-2 Deep Dark Crater B1—B15F

Boss Darkrai, Arbok, Rhyperior, Magmortar, Aggron, Magcargo, Mismagius



CRESSELIA GUIDES YOU THROUGH DARK CRATER

To go to Dark Crater, talk to Cresselia at Sharpedo Bluff. Cresselia will join you until you beat Deep Dark Crater, bringing your team to a total of three members.



Not only will Cresselia take you to Dark Crater, it joins you on your expedition.

RECRUIT CRESSELIA AND PALKIA

Once you defeat Darkrai and beat Deep Dark Crater, you can revisit the Spacial Rift and Dark Crater any time you want. You'll also be able to recruit Cresselia and Palkia for your exploration team.

◆ MAIN CHANGES AFTER COMPLETING DEEP DARK CRATER

- You can go to Spacial Rift and Deep Dark Crater from the town crossroads
- Talk to Cresselia at Sharpedo Bluff to recruit it
- Once you defeat Palkia at Spacial Rift Bottom, you can recruit it

Manaphy's Return

DUNGEON
(Complete at least three jobs)

TOWN
- Talk to Manaphy to add it to your exploration team

(Visit any dungeon, or do a shift of sentry duty, for a total of three times)

TOWN
- Manaphy tells you about the Marine Resort
- Ursaring and friends tell you about Luminous Spring

THE FOLLOWING DUNGEON BECOMES ACCESSIBLE:

DUNGEON p.213
44 Marine Resort 1—19F

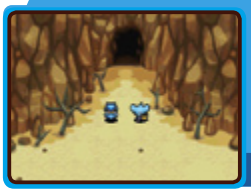
LEGENDARY POKÉMON START TO APPEAR

From this point on, Pokémon that didn't appear earlier, including Legendaries, appear in dungeons (p.31). To make them appear (except for Dusknoir), you need to have the Secret Slab or the Mystery Part in your Treasure Bag. Also, you and your partner can now evolve at Luminous Spring.

◆ POKÉMON APPEARING FROM THIS POINT ONWARD

Pokémon	Dungeon
Zapdos	Amp Plains 7F
Celebi	Mystifying Forest 10F
Darkrai	Mystifying Forest 13F, Lower Crevice Cave B2F, Miracle Sea B3F, Mt. Travail 17F, Spacial Rift B14F
Moltres	Giant Volcano 10F
Latias	Spacial Rift B10F, Happy Outlook B19F
Latios	Deep Spacial Rift B5F, Midnight Forest B24F
Dusknoir	Spacial Rift B14–B19F

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Dungeon 40

Mt. Travail

Total 19 F

Replayable Y

Illumination and visibility are good in this dungeon, but it's still filled with traps that make it tough going. Most of the Pokémon here are Normal-, Fighting-, or Bug-types.

Initial Goal	Clear 19F and meet Drowzee
Recommended Level	Lv51+

Special Rules	• On your first visit, only you and your partner can enter, and you cannot recruit foes

Special Rooms and Terrain		
Room	Monster House (All floors)	Shop (All floors)
Terrain	Traps	Secret Stairs

Prep Take Plenty of Food and Max Elixirs

With the sheer number of Seal Traps and PP-Zero Traps here, expect that your moves will eventually end up sealed or delinked. So don't rely on linked moves—use moves that are powerful on their own—and bring lots of Max Elixirs. Don't forget Apples or Big Apples as well, since there's no food to be found here.

On your first time through, only you and your partner can enter, but you can bring in teammates once you've beaten it. So on your subsequent visits, you should bring Ghost-type Pokémon, which take only minimal damage from Normal- or Fighting-type moves. Be sure to keep some non-Ghost type moves in your arsenal to handle Normal- type foes.



Shedinja takes only 1 or no damage from most attacks, so bring Gravelerocks.

Items No Important Items Here

The only items you'll find on the ground here are ones you could find in any old dungeon: Geo Pebbles, Oran Berries, Poké, and so on. You have nothing to gain by combing the floors for items. If you do see a Gummi, TM, or Wonder Orb in a room, that room is a Monster House, so be careful.

Pokémon To Watch For

Primeape 1—19F
Has a powerful Cross Chop

Kangaskhan 1—19F
Uses lots of moves that strike multiple times

Heracross 1—19F
Has especially high Attack

Out of the enemy Pokémon who have powerful physical moves here, you're most likely to encounter these three. In addition, their Abilities and IQ Skills let them power themselves up or counter your attacks. Stay as far away as you can, then deal heavy damage to knock them out before they get close.



Primeape from 1F on up can nullify Sleep status—so can Heracross and Kangaskhan, starting at 10F.

Dungeon Pokémon Data

Meditite — Fighting / Psychic

	Lv	HP	Exp.
3	14	69	112
	15	71	117
	16	73	122
	17	75	127

MOVES: Confusion, Detect, Hidden Power, Bide, Meditate ABILITY: Pure Power

Sentret — Normal

	Lv	HP	Exp.
4	10	39	144
	11	40	152
	12	41	159
	13	42	167

MOVES: Fury Swipes, Quick Attack, Scratch, Foresight, Defense Curl ABILITY: Run Away

Medicham — Fighting / Psychic

	Lv	HP	Exp.
0	46	121	500
	47	121	509
	48	122	518
	49	122	527

MOVES: Confusion, Force Palm, ThunderPunch, Fire Punch, Ice Punch, Detect, Hi Jump Kick

Tyrogue — Fighting / ♂ only

	Lv	HP	Exp.
4	14	78	110
	15	80	115
	16	82	120
	17	84	124

MOVES: Fake Out, Helping Hand, Tackle, Foresight ABILITIES: Guts, Steadfast

Hitmonchan — Fighting / ♂ only

	Lv	HP	Exp.
0	46	114	517
	47	114	526
	48	115	535
	49	115	545

MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch, Bullet Punch, ThunderPunch

Fearow — Normal / Flying

	Lv	HP	Exp.
0	45	121	372
	46	122	379
	47	123	386
	48	124	393

MOVES: Fury Attack, Pluck, Mirror Move, Agility, Roost, Assurance, Pursuit

Shedinja — Bug / Ghost / Gender ?

	Lv	HP	Exp.
0	42	10	10
	43	10	10
	44	10	10
	45	10	10

MOVES: Fury Swipes, Spite, Grudge, Shadow Sneak, Confuse Ray ABILITY: Wonder Guard

Bibarel — Normal / Water

	Lv	HP	Exp.
2	46	114	522
	47	115	532
	48	116	541
	49	116	551

MOVES: Rollout, Super Fang, Hyper Fang, Headbutt, Yawn, Superpower, Take Down, Tackle

Furret — Normal

	Lv	HP	Exp.
0	46	104	423
	47	105	431
	48	106	438
	49	107	446

MOVES: Fury Swipes, Sucker Punch, Quick Attack, Helping Hand, Baton Pass ABILITY: Run Away

Marowak — Ground

	Lv	HP	Exp.
0	46	100	693
	47	101	705
	48	102	718
	49	103	730

MOVES: Bone Rush, Bonemerang, False Swipe, Endeavor, Bone Club ABILITY: LightningRod

Scizor — Bug / Steel

	Lv	HP	Exp.
0	46	124	533
	47	124	543
	48	125	552
	49	125	562

MOVES: False Swipe, Double Hit, Fury Cutter, Agility, Quick Attack, Bullet Punch

Heracross — Bug / Fighting

	Lv	HP	Exp.
4	46	115	286
	47	117	291
	48	119	296
	49	121	301

MOVES: Fury Attack, Night Slash, Endure, Close Combat, Take Down, Brick Break, Feint, Counter

Primeape — Fighting

	Lv	HP	Exp.
0	46	124	709
	47	125	722
	48	126	735
	49	127	748

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop, Swagger, Seismic Toss

Kangaskhan — Normal / ♀ only

	Lv	HP	Exp.
4	46	140	528
	47	142	537
	48	144	547
	49	146	556

MOVES: Outrage, Comet Punch, Double Hit, Sucker Punch, Fake Out, Dizzy Punch, Crunch

Mr. Mime — Psychic

	Lv	HP	Exp.
0	46	96	434
	47	97	442
	48	98	450
	49	99	458

MOVES: DoubleSlap, Substitute, Psybeam, Confusion, Psychic, Mimic, Baton Pass

Mankey — Fighting

	Lv	HP	Exp.
5	14	55	80
	15	57	84
	16	59	87
	17	61	91

MOVES: Fury Swipes, Karate Chop, Seismic Toss, Focus Energy, Covet, Low Kick, Scratch

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	1F ♂ M S	2F ♀ M S	3F ♂ M S	4F ♀ M S	5F ♂ M S	6F ♀ M S	7F ♂ M S	8F ♀ M S	9F ♂ M S	10F ♀ M S	11F ♂ M S
Light	None	None	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
		Rain	Fog		Cloudy	Cloudy		Sunny	Sunny		Fog
Meditite	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Hitmonchan	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Furret	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Primeape	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Sentret	Lv10 ▶					Lv11 ▶				Lv12 ▶	
Fearow	Lv45 ▶					Lv46 ▶				Lv47 ▶	
Marowak	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Kangaskhan	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Medicham	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Shedinja	Lv42 ▶					Lv43 ▶				Lv44 ▶	
Scizor	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Mr. Mime	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Tyrogue	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Bibarel	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Heracross	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Mankey	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Ursaring	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Ledian	Lv46 ▶					Lv47 ▶				Lv48 ▶	
Ledyba	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Onix								Lv29 ▶		Lv30 ▶	
Darkrai (*1)											

*1— Only appears once you've met certain conditions (p.31)

Dungeon Pokémon Data

Ursaring — Normal

Lv	46	47	48	49
HP	125	125	126	126
Exp.	517	526	535	545

MOVES: Fury Swipes, Lick, Slash, Fake Tears, Snore, Covet, Faint Attack, Scratch

Onix — Rock / Ground

Lv	29	30
HP	95	97
Exp.	410	421

MOVES: Screech, Sandstorm, Rock Tomb, Bind, Rock Polish, Slam, Tackle

Ledian — Bug / Flying

Lv	46	47	48	49
HP	94	94	95	95
Exp.	605	616	627	638

MOVES: Silver Wind, Comet Punch, Agility, Mach Punch, Supersonic, Double-Edge

Darkrai — Dark / Gender ?

Lv	53
HP	116
Exp.	892

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack, Disable, Faint Attack, Double Team

Ledyba — Bug / Flying

Lv	14	15	16	17
HP	54	57	60	63
Exp.	202	211	220	228

MOVES: Comet Punch, Mach Punch, Supersonic, Tackle, Safeguard **ABILITY:** Swarm

1—11F

Watch your move types—the weather often changes here

Up until 11F, the weather changes every one or two floors. When you arrive on a new floor, check the weather and avoid using moves that are less effective under those conditions. One thing you don't have to worry about: the enemies here lack Abilities that power them up in certain weather conditions, or moves that are enhanced by the weather.



The weather greatly weakens Fire-type moves on 2F, and Electric-type moves on 3F and 11F.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv44 (12–14F) / Lv45 (15–19F)

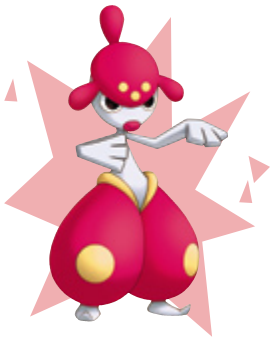
	12 F ♀	12 F ♂	13 F ♀	13 F ♂	14 F ♀	14 F ♂	15 F ♀	15 F ♂	16 F ♀	16 F ♂	17 F ♀	17 F ♂	18 F ♀	18 F ♂	19 F ♀	19 F ♂
Light	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
Meditite							Lv17 ▶									
Hitmonchan							Lv49 ▶									
Furret							Lv49 ▶									
Primeape							Lv49 ▶									
Sentret							Lv13 ▶									
Fearow							Lv48 ▶									
Marowak							Lv49 ▶									
Kangaskhan							Lv49 ▶									
Medicham							Lv49 ▶									
Shedinja							Lv45 ▶									
Scizor							Lv49 ▶									
Mr. Mime							Lv49 ▶									
Tyrogue							Lv17 ▶									
Bibarel							Lv49 ▶									
Heracross							Lv49 ▶									
Mankey							Lv17 ▶									
Ursaring							Lv49 ▶									
Ledian							Lv49 ▶									
Ledyba							Lv17 ▶									
Onix																
Darkrai (*1)											Lv53					

*1— Only appears once you've met certain conditions (p.31)

12F

The last big floor

12F is the last floor of any real size on Mt. Travail. All the floors from here on out have no rooms on the far right edge of the map. Knowing that, from 13F onward you can skip any long corridors to nowhere, greatly reducing your traveling time.





Traps Set

Name	Floor
Grimy Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

Obtainable Items

Sticky: Yes

Name	Floor	Shop
Equipment		
Gold Ribbon	—	All Floors
Throwing Items		
Geo Pebble	All Floors	All Floors
Iron Thorn	—	All Floors
Food		
Apple	—	All Floors
Big Apple	—	All Floors
Gummis		
Blue Gummi	—	All Floors
Grass Gummi	—	All Floors
Orange Gummi	—	All Floors
White Gummi	—	All Floors
Seeds • Berries		
Blast Seed	—	All Floors
Blinker Seed	All Floors	—
Cheri Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	—	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	—	All Floors
Reviser Seed	All Floors	—
Reviver Seed	—	All Floors
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—
TMs		
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors
Wonder Orbs		
Blowback Orb	—	All Floors
Drought Orb	—	All Floors
Hurl Orb	—	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	—	All Floors
Rollcall Orb	—	All Floors
Warp Orb	—	All Floors
Trick Boxes		
Link Box	—	All Floors
Poké		
Poké	All Floors	—

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Dungeon 41 The Nightmare

Total 17F

Replayable N

With even more traps than Mt. Travail, this is one difficult dungeon. On top of that, only you and your partner can enter, and you can't revisit it once you've beaten it. About 70% of the Pokémon here are Normal-types.

Initial Goal Clear B17F

Recommended Level Lv52+

Special Rules
- Only the hero and partner can enter
- Cannot recruit Pokémon

Special Rooms and Terrain

Room	Monster House (B3—B17F)
Terrain	Pit, Traps

Prep Prepare to Encounter Traps

There are traps everywhere that will punish you if you step on them, from Sticky Traps to Grimy Traps to PP-Zero Traps. If you can't use the Trap Seer IQ Skill, be sure to bring plenty of Apples and Max Elixirs.



Also bring plenty of Pure Seeds and Eyedrop Seeds, so you can use them as soon as you arrive on a new floor.

Tip Take the Shortest Route

To reduce your chances of setting off traps, avoid unnecessary movement through rooms and take the stairs once you find them. Another strategy is to check for traps by using a regular attack on the square in front of you. However, this depletes two moves' worth of Belly for each square you advance, so hold off if your Belly runs low.



Just like at Mt. Travail, there are no real valuable items here. Ignore items that are in the middle of a room.

Pokémon To Watch For



Clefable B13—B17F
Fearsome moves and Ability



Wigglytuff B13—B17F
Disabling moves put you in a bind

Both of these Pokémon have the Cute Charm Ability and use the Sing move, so you stand a good chance of being incapacitated when facing them. Attack from afar or use Wonder Orbs, but don't engage them at close range. What's more, both Pokémon have the Nonsleeper IQ Skill, so they can't be put to sleep.



When you're disabled, you're vulnerable to DoubleSlap and other enemy moves.

Dungeon Pokémon Data

Meowth — Normal



Lv	5	6	7
HP	36	40	44
Exp.	28	30	32

MOVES: Bite, Scratch, Growl
ABILITY: Technician

Cleffa — Normal



Lv	13	14	15
HP	28	30	32
Exp.	44	46	48

MOVES: Sing, Sweet Kiss, Charm, Encore, Copycat

Espeon — Psychic



Lv	47	48	49	50
HP	124	125	126	127
Exp.	196	199	203	206

MOVES: Psybeam, Quick Attack, Confusion, Helping Hand, Swift

Wobbuffet — Psychic



Lv	48	49	50	51
HP	154	155	156	157
Exp.	188	191	194	198

MOVES: Destiny Bond, Mirror Coat, Counter, Safeguard

Spoink — Psychic



Lv	13	14	15
HP	59	61	63
Exp.	187	195	204

MOVES: Psybeam, Psywave
ABILITIES: Thick Fat, Own Tempo

Clefairy — Normal



Lv	42	43	44
HP	97	99	101
Exp.	40	41	42

MOVES: DoubleSlap, Sing, Meteor Mash, Metronome, Moonlight

Skitty — Normal



Lv	5	6	7	8
HP	41	44	47	50
Exp.	18	19	20	22

MOVES: Fake Out, Attract, Tackle
ABILITY: Cute Charm

Blissey — Normal ♀ only



Lv	47	48	49	50
HP	142	144	146	148
Exp.	1148	1168	1189	1209

MOVES: DoubleSlap, Sing, Healing Wish, Softboiled, Double-Edge

Mime Jr. — Psychic



Lv	14	15	16
HP	48	48	48
Exp.	179	187	195

MOVES: DoubleSlap, Confusion, Encore, Copycat
ABILITY: Filter

Jigglypuff — Normal



Lv	5	6	7
HP	12	13	13
Exp.	53	57	60

MOVES: Sing, Defense Curl
ABILITY: Cute Charm

Croagunk — Poison / Fighting



Lv	47	48	49	50
HP	105	106	107	108
Exp.	224	228	232	236

MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud-Slap, Poison Jab

Lickitung — Normal



Lv	48	49	50	51
HP	139	140	141	142
Exp.	267	272	277	282

MOVES: Rollout, Screech, Lick, Stomp, Supersonic

Wynaut — Psychic



Lv	14	15	16
HP	82	85	88
Exp.	92	96	100

MOVES: Destiny Bond, Charm, Mirror Coat, Counter, Encore

Spinda — Normal



Lv	48	49	50
HP	96	97	98
Exp.	444	452	460

MOVES: Teeter Dance, Hypnosis, Psybeam, Sucker Punch

Whismur — Normal



Lv	16	17	18	19
HP	60	63	66	68
Exp.	177	184	191	198

MOVES: Astonish, Pound, Howl, Uproar
ABILITY: Soundproof

Swalot — Poison



Lv	47	48	49	50
HP	116	117	118	119
Exp.	565	575	585	595

MOVES: Sludge Bomb, Body Slam, Sludge, Toxic, Yawn

CONTINUED ON P.199

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Pokémon Dungeon Breakdown

	B 1 F ♂	B 2 F ♀	B 3 F ♂ M	B 4 F ♀ M	B 5 F ♂ M	B 6 F ♀ M	B 7 F ♂ M	B 8 F ♀ M	B 9 F ♂ M	B 10 F ♀ M	B 11 F ♂ M
Light	2	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★3.5	★3.5
Terrain	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh
Meowth	Lv5 ▶					Lv6 ▶				Lv7 ▶	
Spoink	Lv13 ▶					Lv14 ▶				Lv15 ▶	
Mime Jr.	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Wynaut	Lv14 ▶					Lv15 ▶				Lv16 ▶	
Cleffa	Lv13 ▶					Lv14 ▶				Lv15 ▶	
Clefairy	Lv42 ▶					Lv43 ▶				Lv44 ▶	
Jigglypuff	Lv5 ▶					Lv6 ▶				Lv7 ▶	
Spinda	Lv48 ▶					Lv49 ▶				Lv50 ▶	
Espeon	Lv47 ▶					Lv48 ▶				Lv49 ▶	
Skitty	Lv5 ▶					Lv6 ▶				Lv7 ▶	
Croagunk	Lv47 ▶					Lv48 ▶				Lv49 ▶	
Whismur	Lv16 ▶					Lv17 ▶				Lv18 ▶	
Wobbuffet	Lv48 ▶					Lv49 ▶				Lv50 ▶	
Blissey	Lv47 ▶					Lv48 ▶				Lv49 ▶	
Lickitung	Lv48 ▶					Lv49 ▶				Lv50 ▶	
Swalot	Lv47 ▶					Lv48 ▶				Lv49 ▶	
Miltank	Lv47 ▶					Lv48 ▶				Lv49 ▶	
Persian					Lv47	Lv48 ▶				Lv49 ▶	
Igglybuff						Lv14 ▶				Lv15 ▶	
Lickilicky										Lv49 ▶	
Happiny											
Grumpig											
Clefable											
Wigglytuff											
Chansey											

B1—B9F

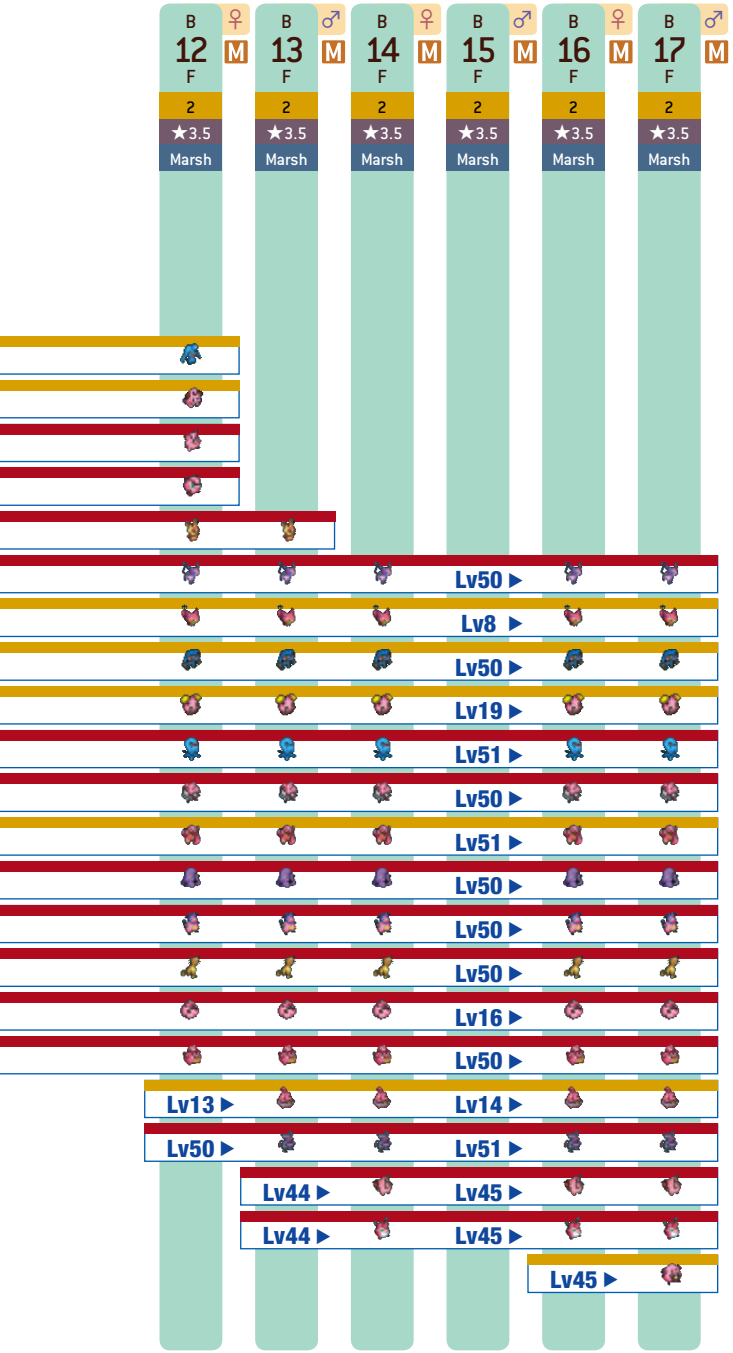
Don't underestimate your opponents

Most of the Pokémon here don't have very dangerous moves, but they do have the Bodyguard IQ Skill. As a result, enemies in Monster Houses from B3F onward can be almost unbeatable. Disable foes as you battle, or use moves that affect the whole room.



Many of the enemies have the Self-Curer IQ Skill, so take them out quickly after inflicting a status ailment.

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Dungeon Pokémon Data

Miltank — Normal ♀ only



Lv	47	48	49	50
HP	137	138	139	140
Exp.	554	564	574	584

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp, Milk Drink

Grumpig — Psychic



Lv	50	51
HP	89	89
Exp.	684	696

MOVES: Psybeam, Psywave, Psychic, Zen Headbutt

Persian — Normal



Lv	47	48	49	50
HP	124	125	126	127
Exp.	498	507	516	525

MOVES: Fury Swipes, Screech, Fake Out, Slash, Bite

Clefable — Normal



Lv	44	45
HP	105	107
Exp.	159	162

MOVES: DoubleSlap, Sing, Metronome
ABILITY: Cute Charm

Igglybuff — Normal



Lv	14	15	16
HP	32	32	37
Exp.	57	60	62

MOVES: Sing, Sweet Kiss, Charm, Pound
ABILITY: Cute Charm

Wigglytuff — Normal



Lv	44	45
HP	109	109
Exp.	461	469

MOVES: DoubleSlap, Sing, Disable
ABILITY: Cute Charm

Lickilicky — Normal



Lv	49	50
HP	140	141
Exp.	551	560

MOVES: Rollout, Screech, Lick, Stomp, Supersonic

Chansey — Normal ♀ only



Lv	45
HP	148
Exp.	486

MOVES: DoubleSlap, Sing, Healing Wish, Softboiled, Refresh

Happiny — Normal ♀ only



Lv	13	14
HP	69	71
Exp.	228	239

MOVES: Sweet Kiss, Charm, Refresh, Copycat, Pound

Obtainable Items

The Nightmare
Sticky None

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 42-1 Spacial Rift

Total 15 F

Replayable: Y (*1)

*1— Only replayable after you beat Deep Dark Crater

This dungeon is home to Palkia and contains lots of Pokémon species, mostly Flying- or Psychic-types. Many of the floors are small and easy to navigate, since visibility is usually good here.

Initial Goal	Clear B15F
Recommended Level	Lv53+

Special Rules	• Until you've beaten Deep Dark Crater, only the hero and partner can enter, and you cannot recruit

Special Rooms and Terrain	
Room	Monster House (B11—B15F)
Terrain	Pit, Wonder Tiles, Traps

Prep Keep the Next Dungeon in Mind

On your first visit, you can't return to town until after you've defeated Palkia. There is a KangaskhanStorage you can use at the entrance, though. Some floors are likely to have Monster Houses, so you'll want plenty of Wonder Orbs that can disable foes. And since you'll be going straight into the Deep Spacial Rift to battle Palkia, bring foe-disabling seeds and berries in anticipation of the fight.



Don't forget to bring a Key if you want to retrieve the Treasure Box from the Treasure Chamber on B9F.

Tip More than Half the Floors are Smaller

The floors in the Spacial Rift follow a pattern of four small floors followed by three large floors. Small floors make it easy to navigate, but also makes it that much easier to run into enemies so travel with care.



Following the pattern, B1—B4F are likely to be small, and B5—B7F are likely to be large. Keep this in mind while exploring.

Pokémon To Watch For



Xatu B1—B7F
Often uses Ominous Wind



Electivire B1—B15F
Uses moves that affect the entire room



Magnezone B1—B15F
Has strong moves like Discharge

You'll be running into these foes all over the dungeon, and they make frequent use of moves that affect the whole room. Xatu uses Ominous Wind, while Electivire uses Discharge. Use your strongest moves to knock these foes out as soon as you see them.

The Spiritomb that sometimes appear on B15F can use Ominous Wind. They don't do it often but, when they do, it does more damage than Xatu's Ominous Wind.



Xatu's Ominous Wind doesn't cause that much damage, but if you're unlucky it'll be used several times in a row.



If you're caught in a dangerous situation, disable your foes with seeds or Wonder Orbs so you can get away.

Dungeon Pokémon Data

Drapion — Poison / Dark

	Lv	HP	Exp.
♀	48	128	695
♂	49	130	707

MOVES: Pin Missile, Bug Bite, Poison Fang, Thunder Fang, Crunch, Poison Sting

Xatu — Psychic / Flying

	Lv	HP	Exp.
♀	48	109	233
♂	49	109	237

MOVES: Ominous Wind, Tailwind, Night Shade, Confuse Ray, Me First, Psycho Shift, Peck

Jolteon — Electric

	Lv	HP	Exp.
♀	48	125	199
♂	49	126	203
♀	50	127	206
♂	51	128	210

MOVES: Pin Missile, Double Kick, Quick Attack, Thunder Fang, ThunderShock, Helping Hand

Kadabra — Psychic

	Lv	HP	Exp.
♀	49	109	278
♂	50	110	283
♀	51	110	288
♂	52	111	292

MOVES: Psybeam, Confusion, Psycho Cut, Psychic, Disable, Recover

Chatot — Normal / Flying

	Lv	HP	Exp.
♀	49	113	539
♂	50	114	548

MOVES: Fury Attack, Mirror Move, Sing, Chatter, Mimic, Roost, Hyper Voice

Gallade — Psychic / Fighting / ♂ only

	Lv	HP	Exp.
♀	48	104	598
♂	49	104	609

MOVES: False Swipe, Fury Cutter, Confusion, Leaf Blade, Slash, Night Slash, Psycho Cut

Honchkrow — Dark / Flying

	Lv	HP	Exp.
♀	49	146	620
♂	50	147	631
♀	51	148	642
♂	52	149	652

MOVES: Night Slash, Astonish, Swagger, Pursuit, Wing Attack ABILITIES: Super Luck, Insomnia

Electivire — Electric

	Lv	HP	Exp.
♀	48	111	695
♂	49	111	707
♀	50	122	719
♂	51	122	732

MOVES: Discharge, Shock Wave, Thunderbolt, Quick Attack, ThunderPunch, ThunderShock

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Pokémon Dungeon Breakdown

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀	B9F ♂	B10F ♀
Light	None	None	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★1.5
Terrain	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh
			Cloudy	Cloudy				Sunny		Cloudy
Drapion	Lv48 ▶					Lv49 ▶				
Chatot	Lv49 ▶					Lv50 ▶				
Xatu	Lv48 ▶					Lv49 ▶				
Gallade	Lv48 ▶					Lv49 ▶				
Jolteon	Lv48 ▶					Lv49 ▶				
Honchkrow	Lv49 ▶					Lv50 ▶				
Kadabra	Lv49 ▶					Lv50 ▶				
Electivire	Lv48 ▶					Lv49 ▶				Lv50 ▶
Magnezone	Lv48 ▶					Lv49 ▶				Lv50 ▶
Sableye	Lv48 ▶					Lv49 ▶				Lv50 ▶
Charizard	Lv49 ▶					Lv50 ▶				Lv51 ▶
Solrock				Lv10 ▶		Lv11 ▶				Lv12 ▶
Chimecho					Lv48	Lv49 ▶				Lv50 ▶
Gligar						Lv49 ▶				Lv50 ▶
Bronzor							Lv7 ▶			Lv8 ▶
Toxicroak							Lv49 ▶			Lv50 ▶
Latias (*2)										Lv44
Tropius										
Dusknoir (*2)										
Darkrai (*2)										
Drowzee										
Spiritomb										

*2— Only appears once you've met certain conditions (p.31)

B8F

Sunny weather makes Charizard more dangerous

The weather on B8F is Sunny, making Fire-type moves very powerful. Charizard is the only foe in the Spacial Rift that uses Fire-type moves but you're likely to encounter it, so use all due caution. The weather will also be Sunny on B14F.



Charizard can attack from a distance using Flamethrower. Be sure to heal your HP as needed.

Dungeon Pokémon Data

Magnezone — Electric / Steel — Gender ?

Lv	48	49	50	51
HP	109	111	113	114
Exp.	689	701	713	726

MOVES: Discharge, Screech, Spark, ThunderShock, Mirror Shot, Supersonic

Sableye — Dark / Ghost

Lv	48	49	50	51
HP	120	121	132	132
Exp.	627	638	649	660

MOVES: Fury Swipes, Fake Out, Shadow Sneak, Night Shade, Shadow Claw, Zen Headbutt

Charizard — Fire / Flying

Lv	49	50	51	52
HP	127	128	139	140
Exp.	609	619	630	640

MOVES: Flamethrower, Slash, Shadow Claw, Fire Fang, Ember, Fire Spin

Solrock — Rock / Psychic — Gender ?

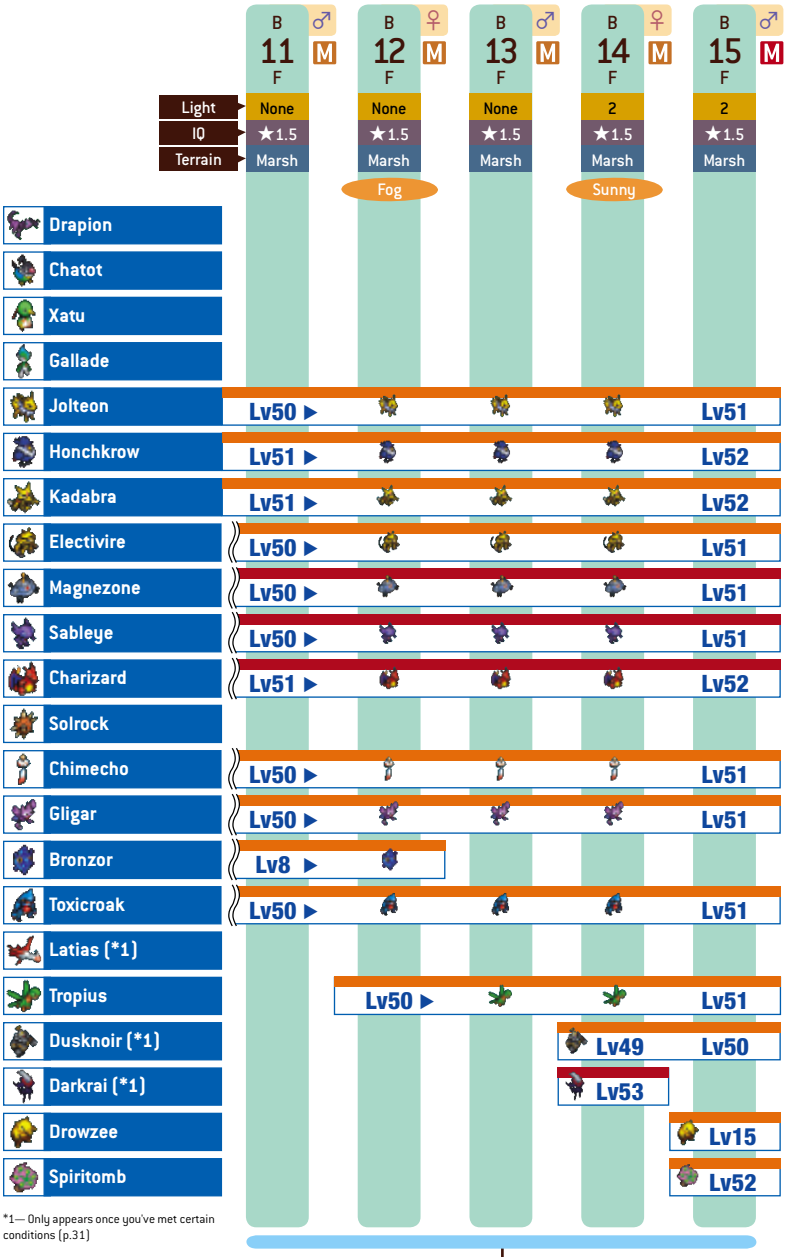
Lv	10	11	12
HP	71	72	73
Exp.	193	204	214

MOVES: Confusion, Fire Spin, Tackle, Rock Throw, Harden **ABILITY:** Levitate

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Pokémon Dungeon Breakdown



*1— Only appears once you've met certain conditions (p.31)

B11—B15F

The expedition gets harder as you go

Monster Houses can appear from B11F onward, and the floors from B14F onward are dark. Things will only get more difficult as you continue, so if you don't have any items or PP to spare, just concentrate on finishing the dungeon as quickly as possible.



B15F has a high chance of hosting a Monster House. Be extra careful when entering rooms there.

Dungeon Pokémon Data

Chimecho — Psychic



Lv	48	49	50	51
HP	124	125	126	127
Exp.	456	464	472	480

MOVES: Psywave, Confusion, Extrasensory, Astonish, Yawn, Healing Wish

Gligar — Ground / Flying



Lv	49	50	51
HP	140	152	154
Exp.	313	318	324

MOVES: Guillotine, Fury Cutter, Screech, U-turn, Quick Attack, Slash

Bronzor — Steel / Psychic / Gender ?



Lv	7	8
HP	65	78
Exp.	84	90

MOVES: Hypnosis, Confusion, Tackle
ABILITIES: Heatproof, Levitate

Toxicroak — Poison / Fighting



Lv	49	50	51
HP	105	106	107
Exp.	597	607	618

MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud-Slap, Poison Jab, Poison Sting, Astonish, Swagger

Latias — Dragon / Psychic / ♀ only



Lv	44
HP	138
Exp.	630

MOVES: DragonBreath, Psywave, Mist Ball, Zen Headbutt, Helping Hand, Refresh

Tropius — Grass / Flying



Lv	50	51
HP	159	159
Exp.	601	612

MOVES: Razor Leaf, Body Slam, Air Slash, SolarBeam
ABILITY: Chlorophyll

Dusknoir — Ghost



Lv	49	50
HP	94	95
Exp.	852	867

MOVES: Curse, Shadow Sneak, Night Shade, ThunderPunch
ABILITY: Pressure

Darkrai — Dark / Gender ?



Lv	53
HP	116
Exp.	892

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack, Disable, Faint Attack

Drowzee — Psychic



Lv	15
HP	67
Exp.	79

MOVES: Hypnosis, Confusion, Headbutt, Disable, Pound
ABILITIES: Forewarn, Insomnia

Spiritomb — Ghost / Dark



Lv	52
HP	111
Exp.	646

MOVES: Ominous Wind, Spite, Memento, Hypnosis, Dark Pulse
ABILITY: Pressure

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Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors (*1)	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hail Orb	All Floors	—
Hurl Orb	All Floors	—
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Lob Orb	All Floors	—
Longtoss Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rainy Orb	All Floors	—
Rebound Orb	All Floors	—
Rocky Orb	All Floors	—
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	—
Sizebust Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Stairs Orb	All Floors	—
Stayaway Orb	All Floors	—
Sunny Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Trapbust Orb	All Floors	—
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

*1— Always found on B1F

Poké

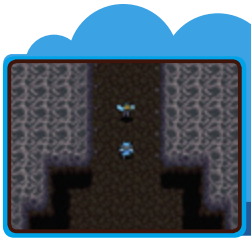
Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors



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Dungeon 42-2

Deep Spacial Rift

Total 10 F

Replayable N (*1)

*1— Replayable after you beat Deep Dark Crater

Just like the Spacial Rift, over half of the floors here are smaller and many floors have weather conditions. If you have a Key, swing by the Treasure Chamber on B9F.

Initial Goal	Defeat Palkia at the Spacial Rift Bottom (B10F)
Recommended Level	Lv53+

Special Rules	• Until you beat Deep Dark Crater, only the hero and partner can enter, and you cannot recruit • No Friend Rescues

Special Rooms and Terrain		
Room	Monster House (All floors)	Treasure Chamber (B9F)
Terrain	Pits	Traps	Wonder Tiles

Tip Many Similarities to the Spacial Rift

This dungeon is identical to the Spacial Rift in several ways, including floor size, enemy Pokémon, and floor items. Be prepared to continue past Spacial Rift B11F.



You'll see some Pokémon that you didn't see in the Spacial Rift, but these are uncommon.

Treasure Chamber

▼▼B9F



Items

● Treasure Box

Treasure Box Contents

Wonder Gummi, Lunar Veil, SkyHigh Veil, or Plasma Veil

Necessary Items

Key

Boss ▸▸ Spacial Rift Bottom (B10F)

Use items to disable it

Palkia

Palkia delivers powerful attacks both from a distance (Spacial Rend, Water Pulse) and up close (AncientPower). Disable it by throwing a Sleep Seed or an X-Eye Seed, then hit it with moves. You should use moves that strike from 10 squares away or affect the whole room. That's because those moves aren't affected by Palkia's Intimidator IQ Skill.



Thrown items and long-range moves aren't subject to the Intimidator's effects.



Spacial Rend has a high critical-hit rate and can hit you anywhere in the room.



Dungeon Pokémon Data

Tropius — Grass / Flying

Lv	HP	Exp.
51	159	612

MOVES: Razor Leaf, Body Slam, SolarBeam
ABILITY: Chlorophyll

Spiritomb — Ghost / Dark

Lv	HP	Exp.
52 53	111 112	646 657

MOVES: Ominous Wind, Spite, Memento, Hypnosis, Dark Pulse

Kadabra — Psychic

Lv	HP	Exp.
52 53 54	111 111 112	292 297 302

MOVES: Psybeam, Confusion, Psycho Cut, Psychic

Electivire — Electric

Lv	HP	Exp.
51 52 53	122 123 123	732 744 756

MOVES: Discharge, Screech, Shock Wave, Thunderbolt, Quick Attack

Drowzee — Psychic

Lv	HP	Exp.
15	67	79

MOVES: Hypnosis, Confusion, Headbutt, Disable
ABILITY: Forewarn

Jolteon — Electric

Lv	HP	Exp.
51 52	128 129	210 213

MOVES: Pin Missile, Double Kick, Quick Attack, Thunder Fang

Gligar — Ground / Flying

Lv	HP	Exp.
51 25	154 156	324 329

MOVES: Guillotine, Fury Cutter, Screech, U-turn

Magnezone — Electric / Steel / Gender ?

Lv	HP	Exp.
51 52 53	114 115 116	726 738 750

MOVES: Discharge, Screech, Spark, ThunderShock, Mirror Shot

Dusknoir — Ghost

Lv	HP	Exp.
50	95	867

MOVES: Curse, Shadow Sneak, Night Shade
ABILITY: Pressure

Honchkrow — Dark / Flying

Lv	HP	Exp.
52 53	149 150	652 663

MOVES: Night Slash, Astonish, Swagger, Pursuit
ABILITY: Super Luck

Chimecho — Psychic

Lv	HP	Exp.
51 52	127 128	480 488

MOVES: Psywave, Confusion, Extrasensory, Astonish, Yawn

Toxicroak — Poison / Fighting

Lv	HP	Exp.
51 52 53	107 108 109	618 628 638

MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud-Slap, Poison Jab

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Pokémon Dungeon Breakdown

	B1F ♂M	B2F ♀M	B3F ♂M	B4F ♀M	B5F ♂M	B6F ♀M	B7F ♂M	B8F ♀M	B9F ♂M TC	BOTTOM
Light	2	2	2	2	2	2	2	2	2	None
IQ	★1.5	★1.5	★1.5	★1.5	★3.5	★3.5	★3.5	★3.5	★3.5	★6
Terrain	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh
	Fog	Fog			Sunny				Rain	
Tropius	Lv51 ▶									
Drowzee	Lv15 ▶									
Dusknoir (*1)	Lv50 ▶									
Spiritomb	Lv52 ▶				Lv53					
Jolteon	Lv51 ▶					Lv52 ▶				
Honchkrow	Lv52 ▶					Lv53 ▶				
Kadabra	Lv52 ▶					Lv53 ▶				
Gligar	Lv51 ▶				Lv52 ▶					
Chimecho	Lv51 ▶				Lv52 ▶					
Electivire	Lv51 ▶				Lv52 ▶					
Magnezone	Lv51 ▶				Lv52 ▶					
Toxicroak	Lv51 ▶				Lv52 ▶					
Sableye	Lv51 ▶				Lv52 ▶					
Charizard	Lv52 ▶				Lv53 ▶					
Porygon			Lv13 ▶		Lv14 ▶					
Latios (*1)					Lv44					
Hypno						Lv53 ▶				
Lunatone						Lv14 ▶				
Palkia (*2)										Lv48

*1— Only appears once you've met certain conditions (p.31)
*2— Does not reappear after you recruit it

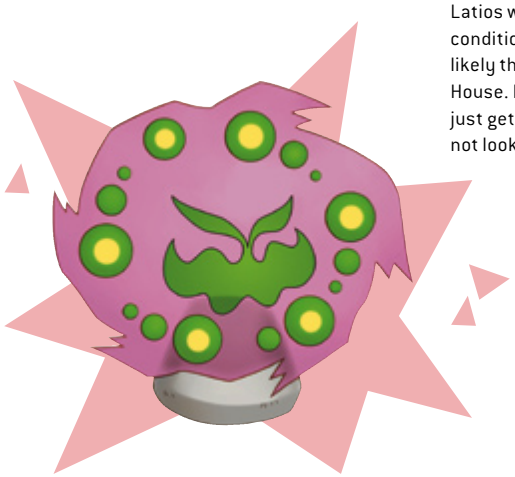
B5F

Don't get bogged down in exploration

Latios will appear here if the conditions are right, but it's also likely that you'll hit a Monster House. Forget about Latios and just get to the stairs if you are not looking for Latios.



The weather here is Sunny, so watch out for Charizard just as you did in Spacial Rift B8F and B14F.



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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Sableye — Dark / Ghost



Lv	51	52	53
HP	132	133	133
Exp.	660	671	682

MOVES: Fury Swipes, Fake Out, Shadow Sneak, Night Shade, Shadow Claw

Porygon — Normal / Gender ?



Lv	13	14
HP	89	91
Exp.	165	172

MOVES: Agility, Psybeam, Tackle
ABILITY: Download

Hypno — Psychic



Lv	53
HP	125
Exp.	266

MOVES: Hypnosis, Nightmare, Psybeam, Confusion, Psychic

Palkia (*1) — Water / Dragon / Gender ?



Lv	48
HP	?
Exp.	0

MOVES: Spacial Rend, AncientPower, Water Pulse
ABILITY: Pressure

*1— Automatically recruited if you defeat it after beating Deep Dark Crater

Charizard — Fire / Flying



Lv	52	53	54
HP	140	141	142
Exp.	640	651	661

MOVES: Flamethrower, Slash, Shadow Claw, Fire Fang, Ember

Latios — Dragon / Psychic / ♂ only



Lv	44
HP	139
Exp.	630

MOVES: Heal Block, DragonBreath, Luster Purge, Zen Headbutt

Lunatone — Rock / Psychic / Gender ?



Lv	14	15
HP	58	60
Exp.	225	235

MOVES: Hypnosis, Confusion, Tackle, Rock Throw
ABILITY: Levitate

Obtainable Items

Sticky — None

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Hunger Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hail Orb	All Floors	—
Hurl Orb	All Floors	—
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	—
Lob Orb	All Floors	—
Longtoss Orb	All Floors	—
Luminous Orb	All Floors	—
Mobile Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Rainy Orb	All Floors	—
Rebound Orb	All Floors	—
Rocky Orb	All Floors	—
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	—
Sizebust Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Stairs Orb	All Floors	—
Stayaway Orb	All Floors	—
Sunny Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Trapbust Orb	All Floors	—
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

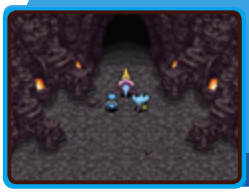
Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

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Dungeon 43-1

Dark Crater

Total 15 F

Replayable	Y

Lava sometimes covers part of the floor in this volcanic dungeon. So, just as you'd imagine, most of the Pokémon you'll encounter will be Fire-types.

Special Rules	• Until you beat Deep Dark Crater, only the hero and partner can enter, and you cannot recruit

Initial Goal	Clear B15F
Recommended Level	Lv54+

Special Rooms and Terrain			
Room	Monster House (B3—B15F)		
Terrain	Lava	Wonder Tiles	Traps

Prep Don't Forget to Prepare for Your Battle with Darkrai

You'll continue straight from this dungeon to Deep Dark Crater, where you face Darkrai in a boss battle. Be prepared with long-range or room-wide moves, and bring seeds and berries to disable foes. Until you defeat Darkrai, the only way to get here is by talking to Cresselia in town.



Your safest course against Darkrai is to use Chesto Berries in addition to other foe-disabling seeds and berries.



Your companion Cresselia has high Sp. Defense and the Levitate Ability, which makes it immune to Ground-type moves.

Tip Watch Out for the Blaze Ability

Many Pokémon in Dark Crater have the Blaze Ability. This causes their Fire-type moves to do massive damage when their HP is low. If you have trouble defeating one of these foes in a single turn, whittle its HP down a bit, then use a powerful move to knock out the rest of its HP in one shot.

Pokémon To Watch For

Combusken — B1—B15F

Watch out for its Mirror Move status

When Combusken uses Mirror Move, it takes on the Mirror Move status and reflects your moves back at you. If that happens, switch to throwing items and regular attacks, but you won't be able to stop Cresselia from using moves. Instead, swap places with it so that it can't attack.



Unfortunately, Cresselia keeps using moves even when Combusken has the Mirror Move status.

Camerupt — B3—B15F

Specializes in wide-ranging attacks

Camerupt uses moves with a wide range, such as Earth Power and Magnitude. It's hard to deal heavy damage to Camerupt, and you won't always be able to knock it out in one move. If it has you running scared, use items to deal with it.



Thanks to Camerupt's Solid Rock Ability, Camerupt takes reduced damage even if your moves have a type advantage.

Dungeon Pokémon Data

Hippowdon — Ground

Lv	33	34	35
HP	96	97	98
Exp.	516	528	541

MOVES: Thunder Fang, Crunch, Fire Fang
ABILITY: Sand Stream

Cyndaquil — Fire

Lv	5	6	7
HP	44	47	49
Exp.	11	12	12

MOVES: SmokeScreen, Tackle, Leer

Growlithe — Fire

Lv	16	17	18
HP	69	71	73
Exp.	165	171	178

MOVES: Ember, Bite, Helping Hand, Roar
ABILITY: Flash Fire

Flareon — Fire

Lv	49	50	51	52
HP	126	127	128	129
Exp.	203	206	210	213

MOVES: Quick Attack, Fire Fang, Ember, Bite, Helping Hand

Chimchar — Fire

Lv	5	6	7
HP	44	47	50
Exp.	9	10	11

MOVES: Ember, Scratch, Leer
ABILITY: Blaze

Numel — Fire / Ground

Lv	14	15	16
HP	66	68	70
Exp.	174	182	190

MOVES: Magnitude, Ember, Focus Energy, Tackle

Ponyta — Fire

Lv	17	18	19
HP	63	65	68
Exp.	228	237	246

MOVES: Flame Wheel, Ember, Stomp
ABILITY: Flash Fire

Monferno — Fire / Fighting

Lv	43	44	45	46
HP	129	130	131	132
Exp.	161	164	167	170

MOVES: Fury Swipes, Mach Punch, Flame Wheel
ABILITY: Blaze

Charmander — Fire

Lv	5	6	7
HP	44	47	50
Exp.	14	15	16

MOVES: Ember, Scratch, Growl
ABILITY: Blaze

Slugma — Fire

Lv	15	16	17
HP	61	63	65
Exp.	132	137	143

MOVES: Smog, Ember, Yawn, Rock Throw, Harden

Torchic — Fire

Lv	5	6	7
HP	47	50	53
Exp.	2	3	3

MOVES: Focus Energy, Scratch, Growl

Charmeleon — Fire

Lv	43	44	45	46
HP	131	132	133	134
Exp.	218	222	226	231

MOVES: Flamethrower, Fire Fang, Fire Spin
ABILITY: Blaze

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

	B1F ♂	B2F ♀	B3F ♂ M	B4F ♀ M	B5F ♂ M	B6F ♀ M	B7F ♂ M	B8F ♀ M	B9F ♂ M	B10F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand
Hippowdon	Lv33 ▶					Lv34 ▶				Lv35
Chimchar	Lv5 ▶					Lv6 ▶				Lv7
Charmander	Lv5 ▶					Lv6 ▶				Lv7
Cyndaquil	Lv5 ▶					Lv6 ▶				Lv7
Numel	Lv14 ▶					Lv15 ▶				Lv16 ▶
Slugma	Lv15 ▶					Lv16 ▶				Lv17 ▶
Growlithe	Lv16 ▶					Lv17 ▶				Lv18 ▶
Ponyta	Lv17 ▶					Lv18 ▶				Lv18 ▶
Torchic	Lv5 ▶					Lv6 ▶				Lv7 ▶
Flareon	Lv49 ▶					Lv50 ▶				Lv51 ▶
Monferno	Lv43 ▶					Lv44 ▶				Lv45 ▶
Charmeleon	Lv43 ▶					Lv44 ▶				Lv45 ▶
Combusken	Lv45 ▶					Lv46 ▶				Lv47 ▶
Camerupt			Lv46 ▶			Lv47 ▶				Lv48 ▶
Rapidash				Lv48 ▶		Lv49 ▶				Lv50 ▶
Arcanine						Lv49 ▶				Lv50 ▶
Quilava										
Magcargo										

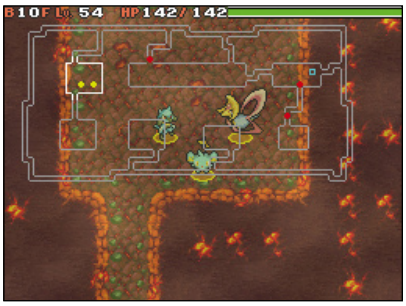
B2, B4, B7, B10F

Floors with special layouts

These four floors have unique layouts, as shown in the screenshots at right. To explore effectively, take a lap around the outside edges of B2F and B4F—but on B7F and B10F, head for the inner core. Up until B10F, you'll find Hippowdon, whose Ability turns the weather to Sandstorm. On these floors, take the stairs as soon as you find them.



On B2F and B4F, the rooms are aligned in a grid where each corridor leads to a room.



B7F and B10F each have eight rooms, all located inside a long outer ring corridor.

Dungeon Pokémon Data

Combusken — Fire / Fighting

	Lv	HP	Exp.
0	45	133	442
1	46	134	451
2	47	135	459
3	48	136	467

MOVES: Double Kick, Mirror Move, Quick Attack
ABILITY: Blaze

Camerupt — Fire / Ground

	Lv	HP	Exp.
0	46	141	434
1	47	142	442
2	48	143	450
3	49	144	458

MOVES: Magnitude, Earth Power, Earthquake, Lava Plume, Ember

Rapidash — Fire

	Lv	HP	Exp.
0	48	124	530
1	49	124	539
2	50	125	548
3	51	125	558

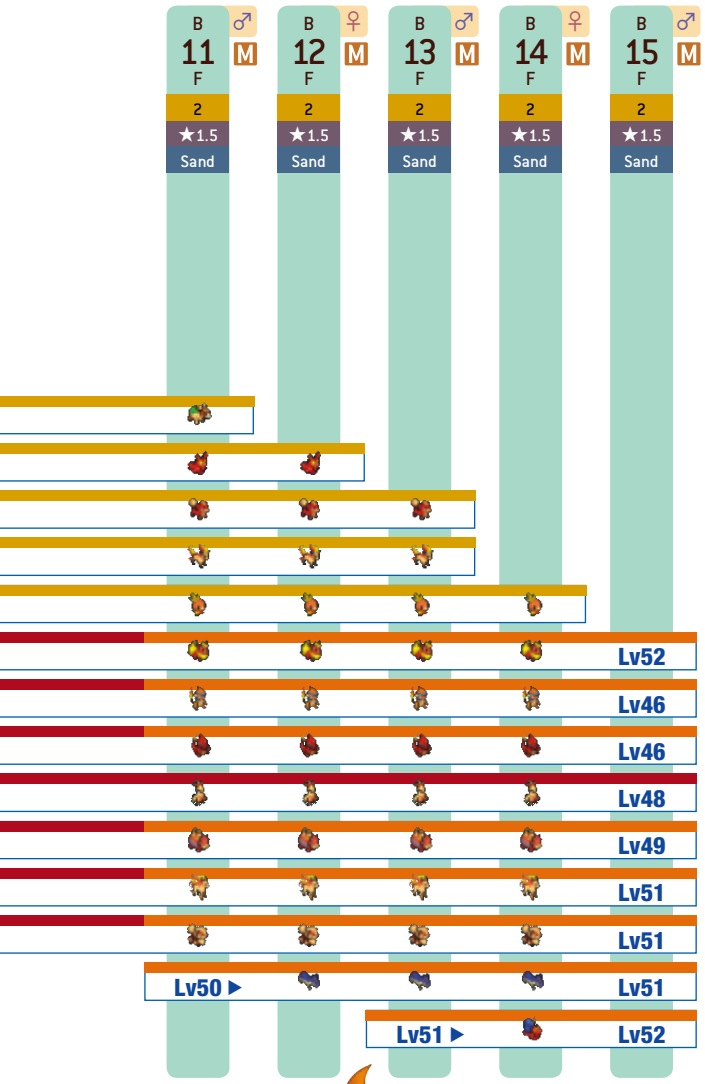
MOVES: Fury Attack, Agility, Quick Attack, Fire Blast

Arcanine — Fire

	Lv	HP	Exp.
0	49	148	481
1	50	149	489
2	51	149	498

MOVES: ExtremeSpeed, Thunder Fang, Fire Fang, Bite

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COMPANION POKÉMON **Cresselia** Gender ♀

- Level: 47
- HP: 136
- Attack: 66
- Defense: 58
- Sp. Attack: 63
- Sp. Defense: 74

Dungeon Pokémon Data

Quilava — Fire

Lv	50	51
HP	147	149
Exp.	224	228

MOVES: Rollout, Flamethrower, Quick Attack, Lava Plume **ABILITY:** Blaze

Magcargo — Fire / Rock

Lv	51	52
HP	138	139
Exp.	426	433

MOVES: AncientPower, Lava Plume, Body Slam, Smog, Ember

Obtainable Items

Sticky: Yes

Name	Floor	Shop
Equipment		
Curve Band	All Floors	—
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Friend Bow	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
Mobile Scarf	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—
Food		
Apple	All Floors	—
Gravelyrock	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—

Name	Floor	Shop
Health Drinks		
Max Elixir	All Floors	—
Mix Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—
Other		
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Dungeon 43-2

Deep Dark Crater

Total 15 F

Replayable: Y

Continuing where the Dark Crater left off, most of the Pokémon here are Fire-types. Grass-type Pokémon should proceed with extreme caution. On your first trip through, Darkrai and its companions will be waiting to battle you at the end.

Special Rules
- Until you beat the dungeon, only the hero and partner can enter, and you cannot recruit
- No Friend Rescues

Initial Goal: Battle Darkrai's group in Dark Crater Pit (B15F)

Recommended Level: Lv55+

Special Rooms and Terrain

Room	Monster House (All floors)
Terrain	Lava, Wonder Tiles, Traps

Tip Stronger Foes Will Start to Appear

Up through B4F, you'll encounter the same Pokémon as you did in Dark Crater. But after that, they'll start to be replaced with more powerful ones. All the foes after B4F also have the Exclusive Move-User IQ Skill, so take extra care when battling them. If you have the Insomniscope, get ready for the battle with Darkrai by giving it to your hero to hold before you take the stairs on B14F.

Boss ▸▸ Dark Crater Pit (B15F)

Incapacitate Darkrai, then knock out the other foes first

Darkrai, Arbok, Rhyperior, Magmortar, Aggron, Magcargo, Mismagius



You'll be surrounded by seven enemy Pokémon in this battle. Throw an item like a Sleep Seed to disable Darkrai, then take out the rest of the enemies. You'll be able to fight them effectively if you use a move that affects the whole room. As for Darkrai, its moves inflict Nightmare and Sleep status, its Bad Dreams Ability can do damage, and its Double Team move raises its Evasion. Fortunately, it doesn't have any long-range moves, so attack Darkrai from a distance after you've taken out the other foes.



On the 2nd turn, your foe will move into the space next to you. Make sure you keep your team's HP up while you battle.



If you have the Insomniscope or Chesto Berries, Darkrai's Nightmare move will leave you unscathed.



Dungeon Pokémon Data

Quilava — Fire



	Lv	HP	Exp.
0	51	149	228
	52	150	231

MOVES: Rollout, Flamethrower, Quick Attack, Lava Plume, Flame Wheel

Combusken — Fire / Fighting



	Lv	HP	Exp.
0	48	136	467
	49	137	475

MOVES: Double Kick, Mirror Move, Quick Attack, Slash, Ember

Magcargo — Fire / Rock



	Lv	HP	Exp.
1	52	139	433
	53	139	440
	54	149	447
	36	?	0

MOVES: AncientPower, Lava Plume, Body Slam, Smog, Ember

Charizard — Fire / Flying



	Lv	HP	Exp.
0	53	141	651
	54	142	661

MOVES: Flamethrower, Slash, Shadow Claw, Fire Fang, Ember

Monferno — Fire / Fighting



	Lv	HP	Exp.
0	46	132	170
	47	133	173

MOVES: Fury Swipes, Mach Punch, Flame Wheel, Ember, Slack Off

Arcanine — Fire



	Lv	HP	Exp.
0	51	149	498
	52	150	506
	53	150	514

MOVES: ExtremeSpeed, Thunder Fang, Fire Fang, Bite

Rhyperior — Ground / Rock



	Lv	HP	Exp.
0	53	123	626
	54	124	636
	36	?	0

MOVES: Horn Drill, Earthquake, Rock Blast, Fury Attack **ABILITY:** LightningRod

Infernape — Fire / Fighting



	Lv	HP	Exp.
0	52	138	567
	53	139	576

MOVES: Fury Swipes, Mach Punch, Flame Wheel, Ember, Close Combat

Charmeleon — Fire



	Lv	HP	Exp.
0	46	134	231
	47	135	235

MOVES: Flamethrower, Slash, Fire Fang, Ember, Fire Spin

Rapidash — Fire



	Lv	HP	Exp.
0	51	125	558
	52	126	567
	53	126	576

MOVES: Fury Attack, Agility, Quick Attack, Fire Blast

Magmortar — Fire



	Lv	HP	Exp.
0	52	113	677
	53	113	688
	36	?	0

MOVES: Flamethrower, Lava Plume, Smog, Fire Punch, Sunny Day

Torkoal — Fire



	Lv	HP	Exp.
4	53	159	489
	54	159	497

MOVES: Flamethrower, Lava Plume, Body Slam, Smog, Ember, Protect

Camerupt — Fire / Ground



	Lv	HP	Exp.
0	49	144	458
	50	145	466

MOVES: Magnitude, Earth Power, Earthquake, Lava Plume, Ember

Flareon — Fire



	Lv	HP	Exp.
0	52	129	213
	53	130	217
	54	131	220

MOVES: Quick Attack, Fire Fang, Ember, Bite, Helping Hand

Typhlosion — Fire



	Lv	HP	Exp.
0	53	152	570
	54	153	579

MOVES: Rollout, Flamethrower, Quick Attack, Lava Plume, Flame Wheel

Mismagius — Ghost



	Lv	HP	Exp.
5	52	114	610
	53	116	620
	35	?	0

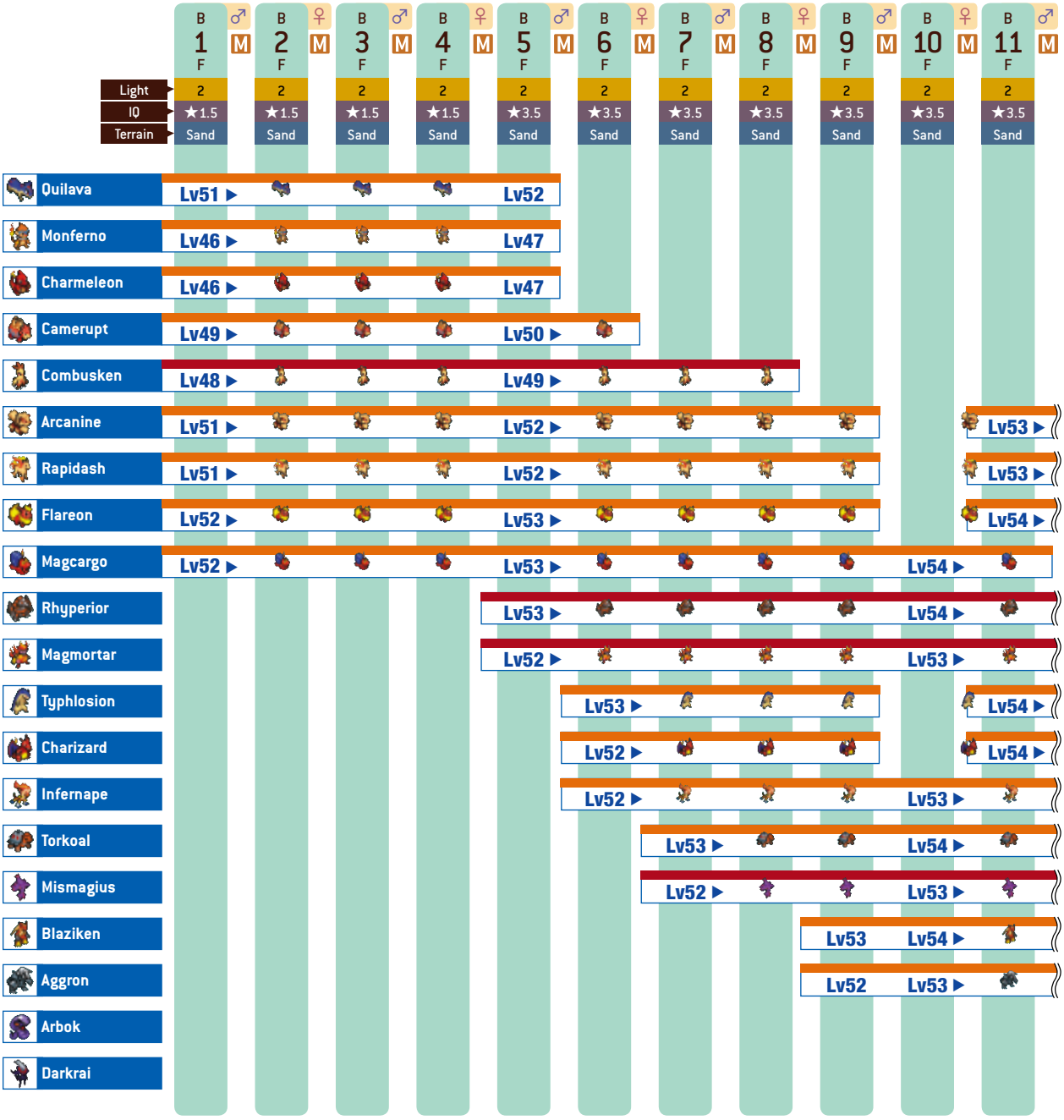
MOVES: Spite, Psywave, Astonish, Magical Leaf
ABILITY: Levitate

*None of the foes in the Dark Crater Pit (B15F) can be recruited, and they do not reappear after they're defeated

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Pokémon Dungeon Breakdown



B5F

If Magmortar changes the weather, immediately head for the next floor

The Magmortar that appear from B5F on up like to use the Sunny Day move to turn the weather Sunny. Sunny weather is dangerous, since most of the Pokémon in this dungeon use Fire-type moves. Find the stairs right away and hurry to the next floor.

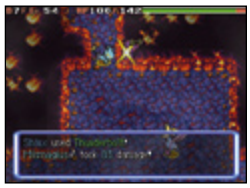


Don't forget that many of the foes here will deal increased damage in Sunny weather.

B7F

Watch out for Mismagius as you explore

Since Mismagius appears from this floor onward and can pass through walls, keep an eye on what's on the other side of walls. Don't let Cresselia stand right next to Mismagius, since Mismagius uses Ghost-type moves that do heavy damage to the Psychic-type Cresselia.



When attacked by a foe who's inside a wall, you can fight back by using a move that affects an area or an entire room.

COMPANION POKÉMON **Cresselia** Gender ♀

- Level: 47
- HP: 136
- Attack: 66
- Defense: 58
- Sp. Attack: 63
- Sp. Defense: 74

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Pokémon Dungeon Breakdown

	B 12 F ♀ M	B 13 F ♂ M	B 14 F ♀ M	PIT ♂
Light	2	2	2	None
IQ	★3.5	★3.5	★3.5	★6
Terrain	Sand	Sand	Sand	Sand
Quilava				
Monferno				
Charmeleon				
Camerupt				
Combusken				
Arcanine				
Rapidash				
Flareon				
Magcargo				Lv36
Rhyperior				Lv36
Magmortar				Lv36
Typhlosion				
Charizard				
Infernape				
Torkoal				
Mismagius				Lv35
Blaziken				
Aggron				Lv36
Arbok				Lv36
Darkrai				Lv53

Dungeon Pokémon Data

Blaziken — Fire / Fighting

Lv	53	54
HP	141	142
Exp.	694	705

MOVES: Double Kick, Quick Attack, Slash, Blaze Kick, Fire Punch

Arbok — Poison

Lv	36
HP	?
Exp.	0

MOVES: Screech, Thunder Fang, Mud Bomb, Crunch, Acid

Aggron — Steel / Rock

Lv	52	53	36
HP	116	116	?
Exp.	744	756	0

MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw

Darkrai — Dark / Gender ?

Lv	53
HP	?
Exp.	0

MOVES: Ominous Wind, Hypnosis, Nightmare, Quick Attack

*None of the foes in the Dark Crater Pit (B15F) can be recruited, and they do not reappear after they're defeated

Obtainable Items

Deep Dark Crater — Sticky: Yes

Name	Floor	Shop
Equipment		
Curve Band	All Floors	—
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Friend Bow	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
Mobile Scarf	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—
Food		
Apple	All Floors	—
Gravelyrock	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—

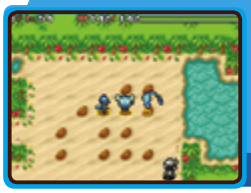
Name	Floor	Shop
Health Drinks		
Max Elixir	All Floors	—
Mix Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—
Other		
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Dungeon 44

Marine Resort

Total 19 F

Replayable Y

Discovered by Manaphy, the Marine Resort is a dungeon of shining seas and white sand beaches. Explore here when you want to raise your hero's IQ, because you'll find Gummis more readily here than in any other dungeon.

Initial Goal	Clear 19F
Recommended Level	Lv55+

Special Rules	• Final floor is always a treasure floor (p.26)

Special Rooms and Terrain				
Room	Monster House (4—18F)	Shop (All floors)		
Terrain	Water	Wonder Floor	Traps	Secret Stairs

Items Get a Lot of Gummis

You're much more likely to find Gummis in the Marine Resort than any other dungeon. And since your foes here aren't too tough, explore the dungeon as thoroughly as you can. All four of the Deluxe Boxes on 19F contain Gummis; get all of them before you escape through the Warp Zone.



If you want more Gummis, you can also bring Poké and buy them in the shops that sometimes appear.

Treasure Floor

▼▼19F

Items

● Deluxe Box ×4

Deluxe Box Contents

Any of 17 kinds of Gummis, except for Wonder Gummis



Pokémon To Watch For

Miltank 1—18F

Uses status-healing moves

Miltank uses Heal Bell to restore the status conditions of all foes in the same room. Also, from 6F on up it uses Milk Drink to restores its allies' HP. Use power moves to defeat Miltank first, or else it'll use its healing moves while you're battling other foes.



If you take too long to beat Miltank, it restores its HP by using Milk Drink.

Espeon 1—18F

Attacks you from afar

Croagunk 1—18F

Don't let your guard down

Swalot 9—18F

Uses the same moves as Croagunk

These Pokémon have high Attack and Special Attack and they use Psybeam or Sludge Bomb, which can do lots of damage from up to 10 squares away. If you're in the same room, be careful when your teammates are facing them.

Dungeon Pokémon Data

Corsola Water / Rock

	Lv	HP	Exp.
♥5	2	22	13

MOVE: Tackle
ABILITIES: Hustle, Natural Cure

Clefairy Normal

	Lv	HP	Exp.
♥0	42	97	40
	43	99	41

MOVES: DoubleSlap, Sing, Meteor Mash, Metronome

Espeon Psychic

	Lv	HP	Exp.
♥0	47	124	196
	48	125	199
	49	126	203
	50	127	206

MOVES: Psybeam, Quick Attack, Psychic, Helping Hand

Wingull Water / Flying

	Lv	HP	Exp.
♥4	11	30	106
	12	32	111
	13	34	116
	14	36	121

MOVES: Supersonic, Wing Attack, Water Gun, Screech

Spoink Psychic

	Lv	HP	Exp.
♥4	13	59	187
	14	61	195

MOVES: Psybeam, Psywave
ABILITY: Thick Fat

Jigglypuff Normal

	Lv	HP	Exp.
♥0	5	12	53
	6	13	57

MOVES: Sing, Defense Curl
ABILITY: Cute Charm

Kabuto Rock / Water

	Lv	HP	Exp.
♥4	1	30	11
	2	33	12
	3	36	13
	4	39	14

MOVES: Scratch, Harden
ABILITY: Swift Swim

Bellossom Grass

	Lv	HP	Exp.
♥0	15	45	151
	16	47	157
	17	49	163
	18	51	170

MOVES: Stun Spore, Leaf Blade, Sunny Day
ABILITY: Chlorophyll

Spinda Normal

	Lv	HP	Exp.
♥4	48	96	444
	49	97	452

MOVES: Teeter Dance, Hypnosis, Psybeam, Sucker Punch

Wynaut Psychic

	Lv	HP	Exp.
♥5	14	82	92
	15	85	96
	16	88	100

MOVES: Destiny Bond, Charm, Mirror Coat, Counter

Kabutops Rock / Water

	Lv	HP	Exp.
♥4	40	113	470
	41	113	480
	42	114	489
	43	114	499

MOVES: Aqua Jet, Slash, Mud Shot, Endure

Krabby Water

	Lv	HP	Exp.
♥4	11	35	102
	12	36	107
	13	37	112
	14	38	117

MOVES: Bubble, ViceGrip, Mud Sport, Leer, Harden

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1–5F) Lv43 (6–9F) Lv44 (10–14F) Lv45 (15–18F)

	1 F ♂ S	2 F ♀ S	3 F ♂ S	4 F ♀ M S	5 F ♂ M S	6 F ♀ M S	7 F ♂ M S	8 F ♀ M S	9 F ♂ M S
Light	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field
			Cloudy	Sunny	Fog			Sunny	Cloudy
Corsola	Lv2 ▶								
Spoink	Lv13 ▶					Lv14 ▶			
Spinda	Lv48 ▶					Lv49 ▶			
Clefairy	Lv42 ▶					Lv43 ▶			
Jigglypuff	Lv5 ▶					Lv6 ▶			
Wynaut	Lv14 ▶					Lv15 ▶			
Espeon	Lv47 ▶					Lv48 ▶			
Kabuto	Lv1 ▶					Lv2 ▶			
Kabutops	Lv40 ▶					Lv41 ▶			
Wingull	Lv11 ▶					Lv12 ▶			
Bellossom	Lv15 ▶					Lv16 ▶			
Krabby	Lv11 ▶					Lv12 ▶			
Croagunk	Lv47 ▶					Lv48 ▶			
Whismur	Lv16 ▶					Lv17 ▶			
Phanpy	Lv17 ▶					Lv18 ▶			
Wobbuffet	Lv48 ▶					Lv49 ▶			
Smeargle	Lv14 ▶					Lv15 ▶			
Snubbull	Lv16 ▶					Lv17 ▶			
Pelipper	Lv40 ▶					Lv41 ▶			
Lickitung	Lv48 ▶					Lv49 ▶			
Dratini	Lv11 ▶					Lv12 ▶			
Miltank	Lv47 ▶					Lv48 ▶			
Slowbro	Lv43 ▶					Lv44 ▶			
Cleffa		Lv13 ▶				Lv14 ▶			
Buizel							Lv12 ▶		
Lickilicky							Lv48 ▶		
Igglybuff								Lv14 ▶	
Swalot									Lv48
Ambipom									
Clefable									
Wigglytuff									

4F

Watch out for Monster Houses

Monster Houses are a possibility from 4F onward. If you see a TM on the floor of a room, that room is a Monster House. Either go in prepared for battle, or turn around and take a different route.

Dungeon Pokémon Data

Croagunk — Poison / Fighting

Lv	47	48	49	50
HP	105	106	107	108
Exp.	224	228	232	236

MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud Sport, Poison Jab

Whismur — Normal

Lv	16	17	18	19
HP	60	63	66	68
Exp.	177	184	191	198

MOVES: Astonish, Pound, Howl, Uproar
ABILITY: Soundproof

Phanpy — Ground

Lv	17	18	19	20
HP	80	83	86	88
Exp.	23	24	25	26

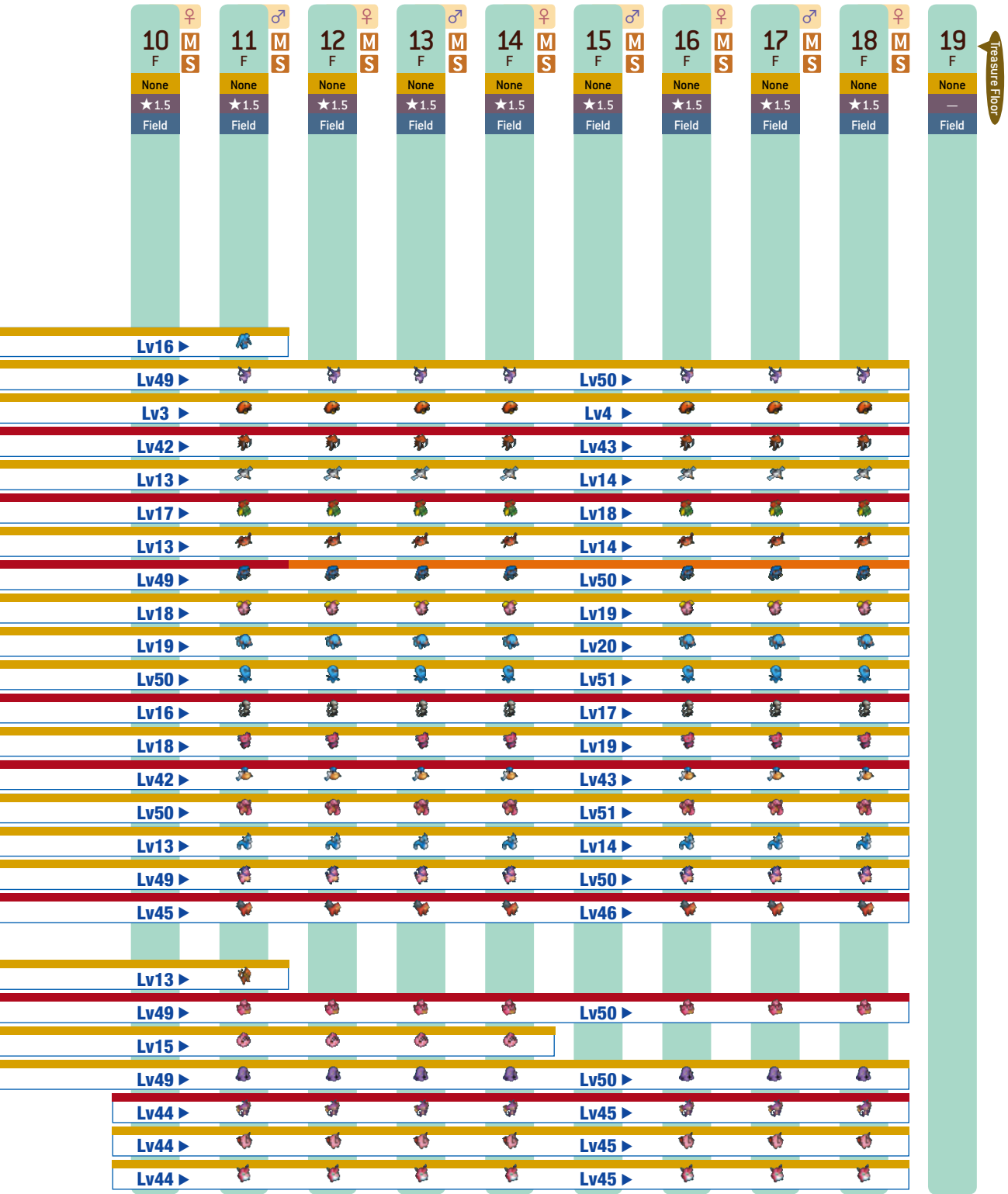
MOVES: Rollout, Take Down, Flail, Tackle, Natural Gift

Wobbuffet — Psychic

Lv	48	49	50	51
HP	154	155	156	157
Exp.	188	191	194	198

MOVES: Destiny Bond, Mirror Coat, Counter, Safeguard

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Dungeon Pokémon Data

Smeargle — Normal



Lv	14	15	16	17
HP	31	32	33	34
Exp.	144	151	157	163

MOVES: Sketch
ABILITIES: Technician, Own Tempo

Snubbull — Normal



Lv	16	17	18	19
HP	50	51	52	53
Exp.	195	202	210	218

MOVES: Thunder Fang, Lick, Fire Fang

Pelipper — Water / Flying



Lv	40	41	42	43
HP	104	105	106	107
Exp.	470	480	489	499

MOVES: Water Pulse, Supersonic, Protect, Roost

Lickitung — Normal



Lv	48	49	50	51
HP	139	140	141	142
Exp.	267	272	277	282

MOVES: Rollout, Screech, Lick, Stomp

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Dratini — Dragon



Lv	11	12	13	14
HP	35	37	39	41
Exp.	106	111	116	121

MOVES: Twister, Thunder Wave, Wrap
ABILITY: Shed Skin

Miltank — Normal ♀ only



Lv	47	48	49	50
HP	137	138	139	140
Exp.	554	564	574	584

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp

Slowbro — Water / Psychic



Lv	43	44	45	46
HP	108	109	110	111
Exp.	338	344	351	357

MOVES: Water Pulse, Psychic, Zen Headbutt, Headbutt

Cleffa — Normal



Lv	13	14
HP	28	30
Exp.	44	46

MOVES: Sing, Sweet Kiss, Charm, Encore, Mimic

Buizel — Water



Lv	12	13
HP	57	59
Exp.	77	81

MOVES: Quick Attack, Sonic Boom, Pursuit, Water Gun

Lickilicky — Normal



Lv	48	49	50
HP	139	140	141
Exp.	541	551	560

MOVES: Rollout, Screech, Lick, Stomp

Igglybuff — Normal



Lv	14	15
HP	32	32
Exp.	57	60

MOVES: Sing, Sweet Kiss, Charm, Pound

Swalot — Poison



Lv	48	49	50
HP	117	118	119
Exp.	575	585	595

MOVES: Sludge Bomb, Stomp, Sludge, Toxic

Ambipom — Normal



Lv	44	45
HP	117	117
Exp.	418	426

MOVES: Fury Swipes, Double Hit, Screech, Agility

Clefable — Normal



Lv	44	45
HP	105	107
Exp.	159	162

MOVES: Double Slap, Sing, Metronome
ABILITY: Cute Charm

Wigglytuff — Normal



Lv	44	45
HP	109	109
Exp.	461	469

MOVES: Double Slap, Sing, Disable
ABILITY: Cute Charm

Pokémon To Watch For



Clefairy — 1—9F
Has the Ability to charm foes



Clefable — 10—18F
Higher level than Clefairy



Wigglytuff — 10—18F
Avoid it if you can

Not only are they high level Pokémon, their Cute Charm Ability can inflict foes with the Infatuated status. When you attack them, get help from your teammates or use a powerful move for a one-hit KO. However, Cute Charm doesn't work on a Pokémon of the same gender. So just be careful with your male teammates on an even-numbered floor, or your female teammates on an odd-numbered floor.

Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Friend Bow	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	All Floors
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
Mobile Scarf	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gravelyrock	All Floors	—
Huge Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	All Floors	All Floors
Blue Gummi	All Floors	All Floors
Brown Gummi	All Floors	All Floors
Clear Gummi	All Floors	All Floors
Gold Gummi	All Floors	All Floors
Grass Gummi	All Floors	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	All Floors	All Floors
Orange Gummi	All Floors	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	All Floors
Silver Gummi	All Floors	All Floors
Sky Gummi	All Floors	All Floors
White Gummi	All Floors	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	All Floors
Decoy Orb	—	All Floors
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	All Floors
Fill-In Orb	—	All Floors
Foe-Fear Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	—	All Floors
Hurl Orb	All Floors	All Floors
Identify Orb	—	All Floors
Itemizer Orb	—	All Floors
Lob Orb	—	All Floors
Longtoss Orb	—	All Floors
Luminous Orb	—	All Floors
Mobile Orb	—	All Floors
Mug Orb	—	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	—	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	—	All Floors
Rebound Orb	All Floors	All Floors
Rocky Orb	—	All Floors
Rollcall Orb	All Floors	All Floors
Sandy Orb	—	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	—	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Sizebust Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Snatch Orb	—	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Sunny Orb	—	All Floors
Switcher Orb	All Floors	All Floors
Totter Orb	—	All Floors
Transfer Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Trapper Orb	—	All Floors
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Boxes

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Continued from p.191

TEAM POKÉPALS Friendship Adventure Chronicles

Azurill's Nightmare



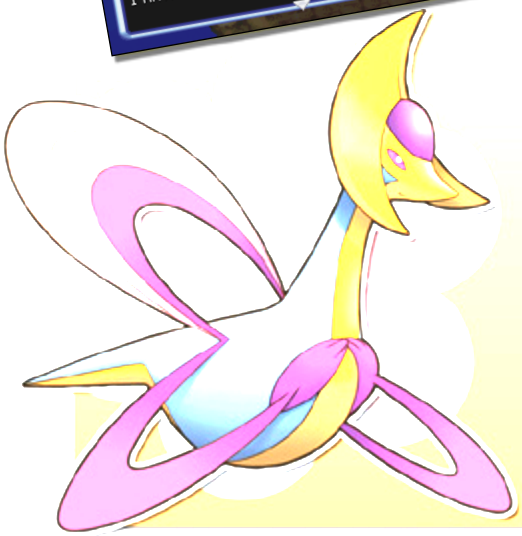
A Pokémon named Cresselia spoke to you in a dream, saying the world was about to collapse because of you: the presence of a human from the future created spacial distortion in the present, bringing the world to catastrophe. You woke up anxious, for Cresselia's prophecy sounded all too real.

Meanwhile, you heard that Azurill had been plagued by nightmares. You and your partner traveled into Azurill's dreams with the help of Drowzee, who was now on the straight and narrow, and met an amazing Pokémon—Cresselia appeared before you! You realized the dream you had was more than just a dream; your partner had even had the same dream too.

Cresselia told you two that the world will end if you continue to exist. If you two remain in the present, Pokémon all over the world would suffer from nightmares and never awaken. Cresselia said that you and your partner must disappear in order to fix the distortions in space, and then attacked you.

That's when Drowzee came to the rescue and Cresselia left, saying you should disappear for the world's sake. That filled the two of you with great anxiety...





After that, you and your partner were worried because you couldn't tell anyone what Cresselia told you. What if you really shouldn't exist...? Your heart sank whenever you thought about the answer. Then, a fierce new being appeared before you: Palkia, the Legendary Pokémon who governs space and acts as Dialga's counterpart. Palkia was enraged because you caused the spacial distortion and it tried to whisk you away to its home, the Spacial Rift, where it would eliminate you no matter what.

Now you had no choice but to battle Palkia. But as soon as you managed to defeat the Pokémon, it was suddenly paralyzed and you found yourself enveloped in a nightmare. Led by a mysterious voice echoing from within the nightmare, you cautiously entered Palkia's dreams.

Inside the nightmare, Palkia confronted you, even angrier than before. If you two weren't removed, the world was doomed to end...

Even the Pokémon that governs space had predicted the same future as Cresselia, so you and your partner were finally convinced. The last of your hopes were almost dashed when Cresselia rushed to the battlefield, but something strange passed between Cresselia and Palkia—no, you couldn't give up just yet!

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Onward to Another Adventure

To end the battle, the two of you and Cresselia headed to the Dark Crater, where Darkrai had fled. You were determined to stop Darkrai's plot.

Onward you went, holding out the light of hope as your only weapon!







Manaphy Returns



Manaphy, now all grown up, had returned to you. Your partner looked happy because you and Manaphy are like family. This was a great gift to you, one worth more than any treasure.

Congratulations, PokéPals! And continue your wonderful adventure!





Continued on p.412

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Dungeon 45

Lake Afar

Total 25 F

Replayable: Y

All of your opponents in this dungeon are Water-types. Each floor is full of waterways and water terrain, allowing you to use Dive.

How to Unlock	Make 100 trades at the Recycle Shop
Initial Goal	Reach B25F
Recommended Level	Lv45+

Special Rules	• Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (B15F)
Terrain	Water	Wonder Floor	Traps	Secret Stairs

Prep Choose Teammates Resistant to Water-Types

All 24 varieties of Pokémon in this dungeon are Water-types. Naturally, you'll have an easier time if you have Grass- or Electric-type Pokémon on your team. It's also a good idea to bring along a Pokémon with the Storm Drain Ability, such as Gastrodon, in order to nullify Water-type moves.

Treasure Chamber

▼▼B15F

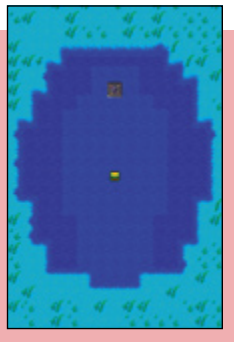


Items
- Blue Silk

Necessary Items
- Key

Treasure Floor

▼▼B25F



Items
- Deluxe Box

Deluxe Box Contents

Gold Gummi, Sky Gummi, Brown Gummi, Green Gummi, Sitrus Berry, or Reviver Seed

Pokémon To Watch For



Politoed B1—B24F

Don't let it use Perish Song

Politoed uses several powerful moves, but Perish Song affects the entire floor and is especially dangerous. If you're hit by Perish Song, your Pokémon will faint in four turns. If you spot a Politoed, either knock it out instantly or immobilize it with an effective move or item.



Heal Seed nullifies Perish Song. You'll want to keep some in your bag, just in case.

Dungeon Pokémon Data

Squirtle — Water



Lv	5	6
HP	50	53
Exp.	15	16

MOVES: Tackle, Tail Whip

Poliwhirl — Water



Lv	30	31	32
HP	90	91	92
Exp.	358	368	377

MOVES: DoubleSlap, Hypnosis, BubbleBeam

Corphish — Water



Lv	11	12	13
HP	65	68	71
Exp.	184	193	202

MOVES: Bubble, ViceGrip, Leer, Harden

Politoed — Water



Lv	30	31	32	33	34
HP	106	107	108	109	110
Exp.	581	596	610	625	640

MOVES: Perish Song, DoubleSlap, Hypnosis

Mudkip — Water



Lv	5	6
HP	38	41
Exp.	11	12

MOVES: Mud Sport, Tackle, Growl

Quagsire — Water / Ground



Lv	30	31	32
HP	84	87	90
Exp.	557	572	586

MOVES: Mud Bomb, Mud Shot, Yawn

Ludicolo — Water / Grass



Lv	30	31	32
HP	89	91	93
Exp.	643	660	676

MOVES: Astonish, Mega Drain
ABILITY: Swift Swim

Totodile — Water



Lv	5	6	7
HP	51	55	59
Exp.	15	16	17

MOVES: Scratch, Water Gun
ABILITY: Torrent

Magikarp — Water



Lv	6	7	8
HP	40	41	41
Exp.	36	38	40

MOVES: Splash
ABILITY: Swift Swim

Lombre — Water / Grass



Lv	13	14	15
HP	41	43	45
Exp.	303	317	331

MOVES: Fury Swipes, Fake Out, Astonish

Croconaw — Water



Lv	30	31	32	33
HP	115	115	119	119
Exp.	280	288	295	302

MOVES: Slash, Crunch, Ice Fang, Bite

Seaking — Water



Lv	31	32
HP	60	61
Exp.	116	118

MOVES: Fury Attack, Water Pulse, Poison Jab

Goldeen — Water



Lv	6	7	8
HP	30	31	32
Exp.	37	40	42

MOVES: Supersonic, Peck
ABILITY: Swift Swim

Feebas — Water



Lv	6	7	8
HP	50	52	54
Exp.	75	80	85

MOVES: Splash
ABILITY: Swift Swim

Slowpoke — Water / Psychic



Lv	10	11	12	13	14
HP	52	54	56	58	60
Exp.	38	40	42	44	46

MOVES: Yawn, Tackle, Water Gun

Wartortle — Water



Lv	28	29	30
HP	108	110	112
Exp.	251	258	265

MOVES: Water Pulse, Bubble, Bite, Protect

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1–B5F) / Lv49 (B6–B9F) / Lv50 (B10–B14F) / Lv51 (B15–B19F) / Lv52 (B20–B21F)

	B1F ♂M ♀S	B2F ♂M ♀S	B3F ♂M ♀S	B4F ♂M ♀S	B5F ♂M ♀S	B6F ♂M ♀S	B7F ♂M ♀S	B8F ♂M ♀S	B9F ♂M ♀S	B10F ♂M ♀S
Light	None	None	None	None	None	None	None	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★3.5
Terrain	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water
				Fog		Fog			Cloudy	
Squirtle	Lv5 ▶					Lv6 ▶				
Mudkip	Lv5 ▶					Lv6 ▶				
Magikarp	Lv6 ▶					Lv7 ▶				Lv8 ▶
Goldeen	Lv6 ▶					Lv7 ▶				Lv8 ▶
Poliwhirl	Lv30 ▶					Lv31 ▶				Lv32 ▶
Quagsire	Lv30 ▶					Lv31 ▶				Lv32 ▶
Lombre	Lv13 ▶					Lv14 ▶				Lv15 ▶
Feebas	Lv6 ▶					Lv7 ▶				Lv8 ▶
Corphish	Lv11 ▶					Lv12 ▶				Lv13 ▶
Ludicolo	Lv30 ▶					Lv31 ▶				Lv32 ▶
Croconaw	Lv30 ▶					Lv31 ▶				Lv32 ▶
Slowpoke	Lv10 ▶					Lv11 ▶				Lv12 ▶
Politoed	Lv30 ▶					Lv31 ▶				Lv32 ▶
Totodile					Lv5	Lv6 ▶				Lv7 ▶
Seaking							Lv31 ▶			Lv32 ▶
Wartortle									Lv28	Lv29 ▶
Marshtomp										Lv29 ▶
Crawdaunt										
Vaporeon										
Poliwrath										
Feraligatr										
Blastoise										
Swampert										
Milotic										

B4, B6F

Damage from Electric-type moves decreases

In a dungeon full of Water-type Pokémon, Grass- and Electric-type moves are super effective. However, Electric-type moves do less damage on floors B4F and B6F, where the floor's weather is Fog. Your best bet is to use other types of moves on these floors, saving your Electric-type move PP for later.



Even in Fog weather, Grass-type moves do extra damage to Water-type Pokémon.

Dungeon Pokémon Data

Marshtomp — Water / Ground

	Lv	29	30
	HP	98	100
	Exp.	330	339

MOVES: Mud Bomb, Mud Sport, Mud Shot

Crawdaunt — Water / Dark

	Lv	32	33	34
	HP	112	113	114
	Exp.	545	558	571

MOVES: BubbleBeam, Bubble, Protect

Vaporeon — Water

	Lv	32	33	34
	HP	106	108	110
	Exp.	143	147	150

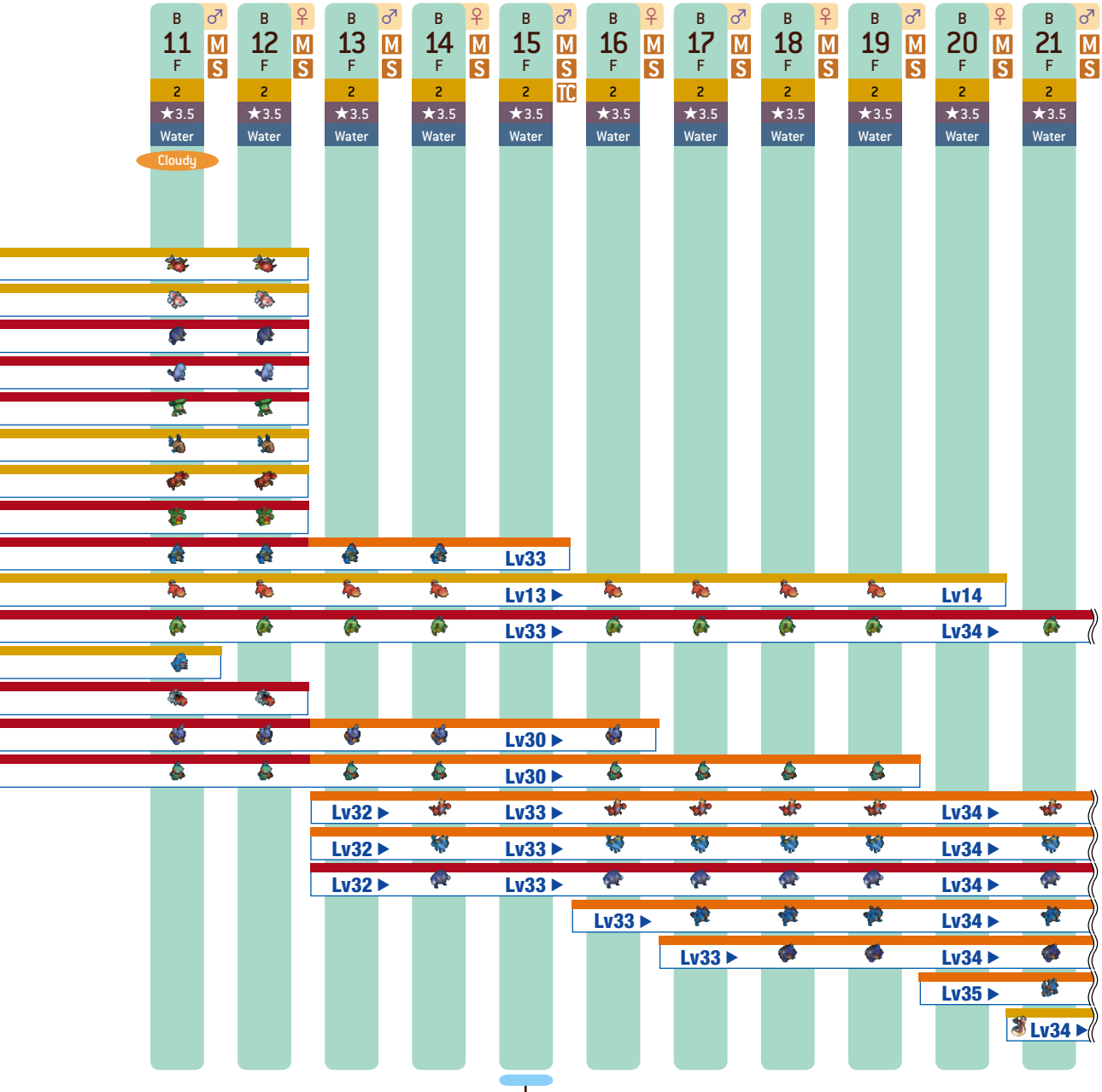
MOVES: Quick Attack, Bite, Helping Hand

Poliwrath — Water / Fighting

	Lv	32	33	34
	HP	94	95	96
	Exp.	586	600	614

MOVES: DoubleSlap, Hypnosis, BubbleBeam

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B15F

Treasure Chamber Alert!

A locked Treasure Chamber appears somewhere on B15F. If you have a Key, don't forget to stop by and grab the Blue Silk. After you graduate from the guild, several dungeons have Treasure Chambers on 15F (or B15F), so keep your eyes peeled and a Key ready.



Put the Blue Chiffon in your Treasure Bag to increase the stats of Water-type teammates.

Dungeon Pokémon Data

Feraligatr — Water

Lv	33	34
HP	119	123
Exp.	567	580

MOVES: Agility, Crunch, Ice Fang

Blastoise — Water

Lv	33	34
HP	118	120
Exp.	512	524

MOVES: Water Pulse, Bubble, Luster Cannon, Bite

Swampert — Water / Ground

Lv	35
HP	110
Exp.	664

MOVES: Mud Bomb, Mud Sport, Mud Shot

Milotic — Water

Lv	34
HP	106
Exp.	808

MOVES: Water Pulse, Twister, Recover

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv52 (B22–B24F)

	B22F ♀ M S	B23F ♂ M S	B24F ♀ M S	B25F
Light	2	2	2	None
IQ	★3.5	★3.5	★3.5	—
Terrain	Water	Water	Water	Water

Treasure Floor

Squirtle	
Mudkip	
Magikarp	
Goldeen	
Poliwhirl	
Quagsire	
Lombre	
Feebas	
Corphish	
Ludicolo	
Croconaw	
Slowpoke	
Politoed	Lv34 ▶
Totodile	
Seaking	
Wartortle	
Marshtomp	
Crawdaunt	Lv34 ▶
Vaporeon	Lv34 ▶
Poliwrath	Lv34 ▶
Feraligatr	Lv34 ▶
Blastoise	Lv34 ▶
Swampert	Lv35 ▶
Milotic	Lv34 ▶

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

*1— B1, B2, B4, B6, B8, B10, B12, B14, B16, B18, B20, B22, B24F
*2— B3, B5, B7, B9, B11, B13, B15, B17, B19, B21, B23F



Obtainable Items

Lake Afar — Sticky: Yes

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	(*1)
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	(*1)
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	—	(*1)
Pecha Scarf	All Floors	—
Persim Band	All Floors	(*1)
Power Band	All Floors	(*1)
Racket Band	All Floors	—
Scope Lens	All Floors	(*1)
Special Band	—	(*1)
Stamina Band	All Floors	—
Twist Band	All Floors	(*1)
Warp Scarf	All Floors	—
Zinc Band	—	(*1)

Throwing Items

Name	Floor	Shop
Geo Pebble	—	(*1)
Gravelerock	All Floors	—
Iron Thorn	All Floors	(*1)
Silver Spike	All Floors	(*1)

Food

Name	Floor	Shop
Big Apple	—	(*1)

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	(*1)
Cheri Berry	All Floors	(*1)
Chesto Berry	—	(*1)
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	—	(*1)
Heal Seed	—	(*1)
Hunger Seed	—	(*1)
Life Seed	—	(*1)
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*1)
Quick Seed	All Floors	—
Rawst Berry	All Floors	(*1)
Reviser Seed	All Floors	—
Reviver Seed	All Floors	(*1)
Sitrus Berry	—	(*1)
Sleep Seed	—	(*1)
Slip Seed	(*1)	—
Stun Seed	—	(*1)
Totter Seed	—	(*1)
Via Seed	All Floors	—
Vile Seed	—	(*1)
Violent Seed	All Floors	(*1)
Warp Seed	—	(*1)

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*1)
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	(*1)
Attract	All Floors	(*1)
Avalanche	—	(*1)
Blizzard	All Floors	(*1)
Brick Break	All Floors	(*1)
Brine	All Floors	(*1)
Bulk Up	All Floors	(*1)
Bullet Seed	All Floors	(*1)
Calm Mind	All Floors	(*1)
Captivate	All Floors	(*1)
Charge Beam	—	(*1)
Dark Pulse	—	(*1)
Dig	All Floors	(*1)
Dive	All Floors	(*1)
Dragon Claw	All Floors	(*1)
Dragon Pulse	—	(*1)
Drain Punch	—	(*1)
Earthquake	—	(*1)
Embargo	All Floors	(*1)
Endure	—	(*1)
Energy Ball	All Floors	(*1)
Explosion	All Floors	(*1)
Facade	All Floors	(*1)
False Swipe	All Floors	(*1)
Fire Blast	All Floors	(*1)
Flamethrower	All Floors	(*1)
Flash	All Floors	(*1)
Flash Cannon	—	(*1)
Fling	—	(*1)
Focus Blast	All Floors	(*1)
Focus Punch		(*1)
Frustration	—	(*1)
Giga Drain	All Floors	(*1)
Giga Impact	All Floors	(*1)
Grass Knot	All Floors	(*1)
Gyro Ball	All Floors	(*1)
Hidden Power	All Floors	(*1)
Hyper Beam	All Floors	(*1)
Ice Beam	All Floors	(*1)
Iron Tail	All Floors	(*1)
Light Screen	All Floors	(*1)
Natural Gift	All Floors	(*1)
Overheat	All Floors	(*1)
Payback	All Floors	(*1)
Pluck	—	(*1)
Poison Jab	All Floors	(*1)
Protect	All Floors	(*1)
Psych Up	All Floors	(*1)
Psychic	All Floors	(*1)
Recycle	All Floors	(*1)
Reflect	All Floors	(*1)
Rest	All Floors	(*1)
Return	All Floors	(*1)
Roar	All Floors	(*1)
Rock Polish	All Floors	(*1)
Rock Slide	All Floors	(*1)
Roost	All Floors	(*1)
Safeguard	All Floors	(*1)
Secret Power	All Floors	(*1)
Shadow Ball	All Floors	(*1)
Shadow Claw	All Floors	(*1)
Shock Wave	All Floors	(*1)
Silver Wind	—	(*1)
Skill Swap	—	(*1)
Sleep Talk	All Floors	(*1)
Sludge Bomb	All Floors	(*1)
SolarBeam	All Floors	(*1)
Stealth Rock	All Floors	(*1)
Steel Wing	All Floors	(*1)
Stone Edge	—	(*1)
Substitute	—	(*1)
Swagger	—	(*1)
Swords Dance	All Floors	(*1)
Taunt	All Floors	(*1)
Thief	All Floors	(*1)
Thunder	All Floors	(*1)
Thunder Wave	All Floors	(*1)
Thunderbolt	All Floors	(*1)
Torment	All Floors	(*1)
Toxic	All Floors	(*1)
Trick Room	—	(*1)
U-turn	—	(*1)
Vacuum-Cut	All Floors	(*1)
Water Pulse	All Floors	(*1)
Wide Slash	All Floors	(*1)
Will-O-Wisp	—	(*1)
X-Scissor	All Floors	(*1)

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	(*1)
All-Mach Orb	—	(*1)
Blowback Orb	All Floors	(*1)
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	(*1)
Foe-Hold Orb	—	(*1)
Foe-Seal Orb	All Floors	(*1)
Hurl Orb	All Floors	(*1)
Lob Orb	—	(*1)
Longtoss Orb	—	(*1)
One-Shot Orb	—	(*1)
Petrify Orb	All Floors	(*1)
Pounce Orb	All Floors	(*1)
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	(*1)
Scanner Orb	All Floors	—
Shocker Orb	—	(*1)
Sizebust Orb	—	(*1)
Spurn Orb	—	(*1)
Stayaway Orb	—	(*1)
Switcher Orb	All Floors	(*1)
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	(*1)

Evolution Items

Name	Floor	Shop
Fire Stone	—	(*2)
King's Rock	—	(*2)
Leaf Stone	—	(*2)
Link Cable	—	(*2)
Metal Coat	—	(*2)
Moon Stone	—	(*2)
Sun Stone	—	(*2)
Thunderstone	—	(*2)
Water Stone	—	(*2)

Trick Boxes

Name	Floor	Shop
Link Box	—	(*1)

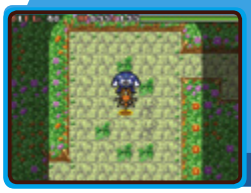
Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

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Dungeon 46 Happy Outlook

Total 20 F

Replayable Y

This dungeon is pretty dark. Expect visibility to be an issue in the corridors—you'll only be able to see 1 square ahead. Try to avoid corridors when your leader's HP is low, because you never know what tough opponents could be just around the corner. Floor B20F will be the one bright spot in your travels, so enjoy the momentary reprieve.

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Reach B20F
Recommended Level	Lv37+

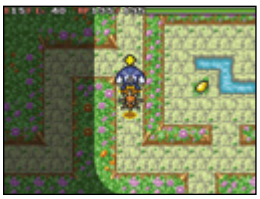
Special Rules
- Final floor is always a treasure floor (p.26)

Special Rooms and Terrain

Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (B15F)
Terrain	Water	Traps	Secret Stairs

Tip Leave The Key Behind

You don't have to bring a Key with you to get into the Treasure Chamber on B15F, because there's no door! While you won't find any exclusive items here, there's a Reviver Seed just waiting to be taken, so make sure to stop by.



Unlike Treasure Chambers in other dungeons, there's no door to this Chamber. This lets you see what's inside before you enter.

Treasure Chamber

▼▼B15F



Items
- Reviver Seed

Necessary Items
—

Treasure Floor

▼▼B20F



Items
- Deluxe Box

Deluxe Box Contents
Blue Gummi, Red Gummi, White Gummi, Grass Gummi, Sitrus Berry, or Reviver Seed

Pokémon To Watch For



Sunflora B1—B19F

Here comes the Sunflora

Sunflora uses Sunny Day to turn the floor's weather Sunny. That triggers Sunflora and Exeggutor's Chlorophyll Ability, allowing them to make two attacks in a row. Keep this in mind if you're battling them when the sun's out.



Sunflora's Solar Power Ability also raises its Special Attack stat.

Dungeon Pokémon Data

Skitty Normal

Lv	5	6	7	8
HP	41	44	47	50
Exp.	18	19	20	22

MOVES: Fake Out, Attract

Togetic Normal / Flying

Lv	33	34	35	36
HP	61	62	62	63
Exp.	155	159	162	166

MOVES: AncientPower, Sweet Kiss

Oddish Grass / Poison

Lv	11	12	13	14
HP	37	39	41	43
Exp.	68	71	74	78

MOVE: Acid
ABILITY: Chlorophyll

Budew Grass / Poison

Lv	11	12	13	14
HP	45	47	49	51
Exp.	82	86	90	94

MOVES: Stun Spore, Mega Drain

Gulpin Poison

Lv	12	13	14	15
HP	62	64	66	68
Exp.	109	114	119	124

MOVES: Sludge, Yawn, Poison Gas

Togepi Normal

Lv	9	10	11	12
HP	32	33	33	34
Exp.	27	28	30	31

MOVES: Sweet Kiss, Metronome

Sunkern Grass

Lv	13	14	15	16
HP	41	43	45	47
Exp.	140	147	153	160

MOVE: GrassWhistle
ABILITY: Chlorophyll

Exeggutor Grass / Psychic

Lv	33	34	35	36
HP	76	77	78	79
Exp.	151	154	158	162

MOVES: Barrage, Hypnosis

Seedot Grass

Lv	14	15	16	17
HP	59	61	63	65
Exp.	41	43	45	46

MOVE: Nature Power
ABILITY: Chlorophyll

Metapod Bug

Lv	28	29	30	31
HP	52	53	54	55
Exp.	48	49	50	52

MOVE: Harden
ABILITY: Shed Skin

Persian Normal

Lv	38	39	40	41
HP	115	116	117	118
Exp.	418	427	436	445

MOVES: Fury Swipes, Screech

Cacturne Grass / Dark

Lv	32	33	34	35
HP	105	108	111	114
Exp.	328	336	344	352

MOVES: Pin Missile, Poison Sting

Chikorita Grass

Lv	5	6	7	8
HP	47	48	50	53
Exp.	9	10	11	11

MOVES: Razor Leaf, Tackle

Turtwig Grass

Lv	5	6	7	8
HP	40	43	45	47
Exp.	9	10	11	11

MOVES: Tackle, Withdraw

Sunflora Grass

Lv	37	38	39	40
HP	87	89	91	93
Exp.	423	432	441	450

MOVES: Bullet Seed, Petal Dance

Happiny Normal ♀ only

Lv	12	13	14	15
HP	67	69	71	73
Exp.	218	228	239	249

MOVES: Sweet Kiss, Charm

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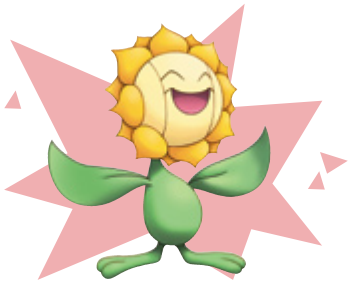
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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1—B5F) / Lv49 (B6—B9F) / Lv50 (B10—B14F) / Lv51 (B15—B19F)

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀	B9F ♂	B9F ♀	B10F ♂	B10F ♀
Light	1		1		1		1		1		1		1		1		1		1	
IQ	★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5		★1.5	
Terrain	Building		Building		Building		Building		Building		Building		Building		Building		Building		Building	
							Cloudy		Cloudy				Cloudy						Cloudy	
Skitty	Lv5 ▶										Lv6 ▶								Lv7 ▶	
Gulpin	Lv12 ▶										Lv13 ▶								Lv14 ▶	
Seedot	Lv14 ▶										Lv15 ▶								Lv16 ▶	
Chikorita	Lv5 ▶										Lv6 ▶								Lv7 ▶	
Togetic	Lv33 ▶										Lv34 ▶								Lv35 ▶	
Togepi	Lv9 ▶										Lv10 ▶								Lv11 ▶	
Metapod	Lv28 ▶										Lv29 ▶								Lv30 ▶	
Turtwig	Lv5 ▶										Lv6 ▶								Lv7 ▶	
Oddish	Lv11 ▶										Lv12 ▶								Lv13 ▶	
Sunkern	Lv13 ▶										Lv14 ▶								Lv15 ▶	
Persian	Lv38 ▶										Lv39 ▶								Lv40 ▶	
Sunflora	Lv37 ▶										Lv38 ▶								Lv39 ▶	
Budew	Lv11 ▶										Lv12 ▶								Lv13 ▶	
Exeggutor	Lv33 ▶										Lv34 ▶								Lv35 ▶	
Cacturne	Lv32 ▶										Lv33 ▶								Lv34 ▶	
Happiny	Lv12 ▶										Lv13 ▶								Lv14 ▶	
Mime Jr.							Lv10 ▶				Lv11 ▶								Lv12 ▶	
Meowth									Lv5		Lv6 ▶								Lv7 ▶	
Blissey																			Lv32 ▶	
Chansey																				
Latias (*1)																				

*1— Only appears once certain conditions are met (p.31)



Dungeon Pokémon Data

Mime Jr. — Psychic



Lv	10	11	12
HP	47	47	47
Exp.	148	156	163

MOVES: Psychic, Encore, Copycat

Meowth — Normal



Lv	5	6	7	8
HP	36	40	44	48
Exp.	28	30	32	34

MOVES: Bite, Scratch, Growl

Blissey — Normal ♀ only



Lv	32
HP	112
Exp.	840

MOVES: DoubleSlap, Sing

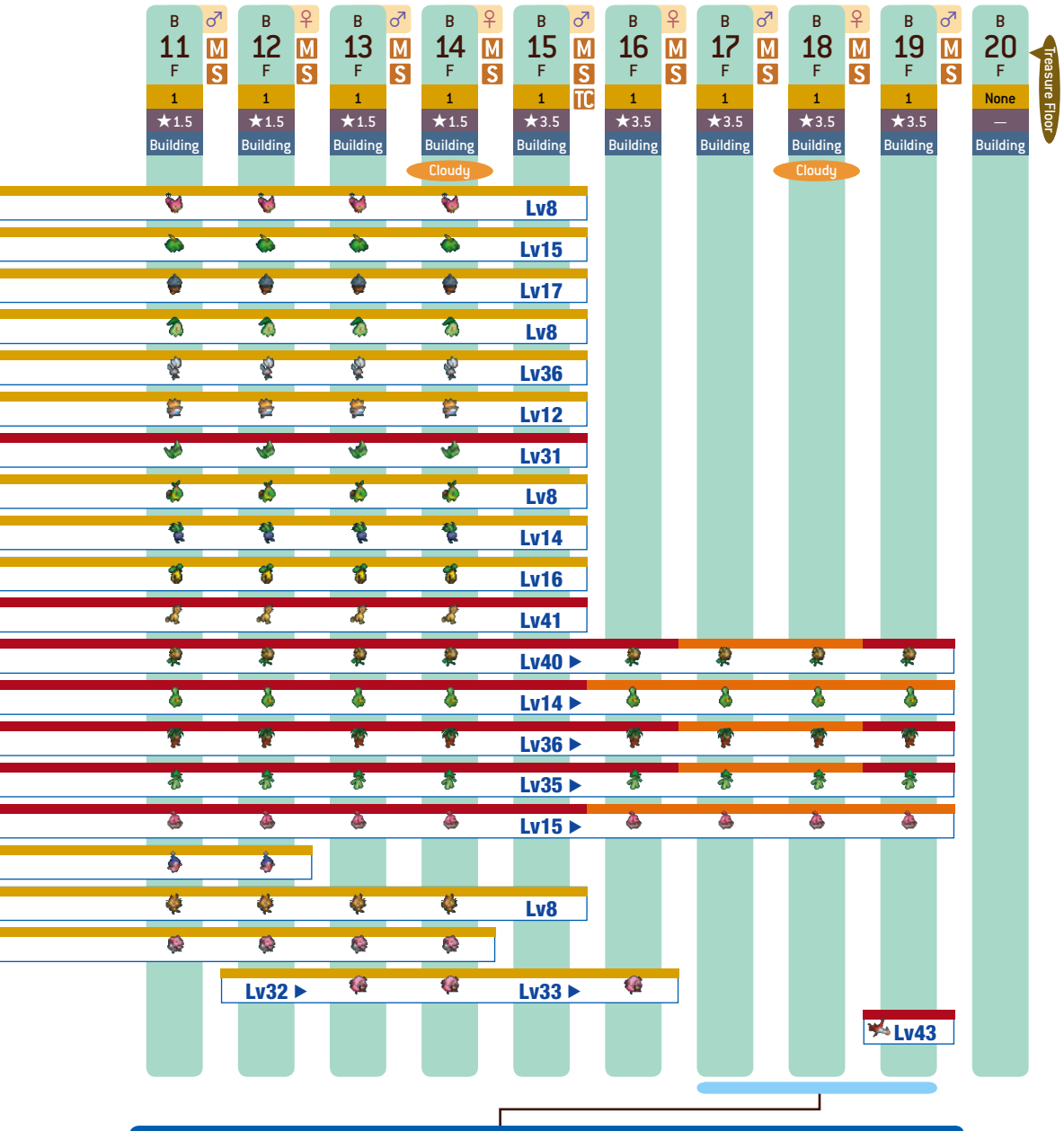
Chansey — Normal ♀ only



Lv	32	33
HP	122	124
Exp.	369	378

MOVES: DoubleSlap, Sing

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B17—B19F

Fewer foes, greater strength

There are fewer kinds of Pokémon to deal with on floors B17–B19— only about 5–6 kinds, to be exact. Don't think you're getting off easy, however; you're more likely to encounter tough opponents like Sunflora or Exeggutor. But you're almost at your destination, B20F, so don't bother dawdling on these floors unless you're in the mood for a challenge.



Latias appears on B19F if certain conditions are met. Search the floor if you want to recruit it.

Dungeon Pokémon Data

Latias — Dragon / Psychic / ♀ only

Lv	43
HP	137
Exp.	618

MOVES: DragonBreath, Psywave

Pokémon To Watch For

Persian — B1—B15F
With high HP, it's tough to beat

Cacturne — B1—B19F
Higher stats than other foes

These two have higher HP, Defense and Special Defense than your other opponents here. Using regular attacks will only prolong the fight, leaving you open to taking damage, so break out moves that are super effective against them.

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Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	—	(*2)
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	B1–B3F	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	B1–B3F	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	(*2)
Gravelerock	All Floors	—
Iron Thorn	All Floors	(*2)
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	(*2)
Big Apple	—	(*2)
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	(*2)
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Grass Gummi	All Floors	(*2)
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Gold Gummi	All Floors	—
Orange Gummi	All Floors	(*2)
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	(*2)
Yellow Gummi	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*2)
Mix Elixir	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	(*2)
Blinker Seed	All Floors	—
Cheri Berry	All Floors	(*2)
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	—	(*2)
Hunger Seed	All Floors	—
Oran Berry	All Floors	(*2)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*2)
Rawst Berry	All Floors	(*2)
Reviser Seed	All Floors	—
Reviver Seed	All Floors	(*2)
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Stun Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	(*2)
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	(*2)
Bulk Up	All Floors	—
Bullet Seed	All Floors	(*2)
Calm Mind	All Floors	(*2)
Captivate	All Floors	—
Dig	All Floors	(*2)
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	(*2)
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	(*2)
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	(*2)
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	(*2)
Giga Impact	All Floors	(*2)
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	(*2)
Hyper Beam	All Floors	(*2)
Ice Beam	All Floors	—
Iron Tail	All Floors	(*2)
Light Screen	All Floors	(*2)
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	(*2)
Poison Jab	All Floors	(*2)
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	(*2)
Reflect	All Floors	(*2)
Rest	All Floors	(*2)
Return	All Floors	—
Roar	All Floors	(*2)
Rock Polish	All Floors	—
Rock Slide	All Floors	(*2)
Roost	All Floors	(*2)
Safeguard	All Floors	(*2)
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	(*2)
Shock Wave	All Floors	(*2)
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	(*2)
Stealth Rock	All Floors	(*2)
Steel Wing	All Floors	(*2)
Swords Dance	All Floors	(*2)
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	(*2)
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	(*2)
Water Pulse	All Floors	—
Wide Slash	All Floors	(*2)
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
Blowback Orb	—	(*2)
Drought Orb	—	(*2)
Hurl Orb	—	(*2)
One-Shot Orb	—	(*2)
Petrify Orb	—	(*2)
Rollcall Orb	—	(*2)
Warp Orb	—	(*2)

Evolution Items

Name	Floor	Shop
Coronet Rock	—	(*2)
Dawn Stone	—	(*3)
Deepseascale	—	(*3)
Deepseatooth	—	(*3)
Dragon Scale	—	(*3)
Dubious Disc	—	(*3)
Dusk Stone	—	(*3)
Electirizer	—	(*3)
Frozen Rock	—	(*3)
Magmarizer	—	(*3)
Mossy Rock	—	(*3)
Oval Stone	—	(*3)
Protector	—	(*3)
Razor Claw	—	(*3)
Razor Fang	—	(*3)
Reaper Cloth	—	(*3)
Shiny Stone	—	(*3)
Upgrade	—	(*3)

*2— B1, B2, B4, B6, B8, B10, B12, B14, B16, B18F
*3— B3, B5, B7, B9, B11, B13, B15, B17, B19F

Trick Boxes

Name	Floor	Shop
Link Box	—	(*2)

Poké

Name	Floor	Shop
Poké	All Floors	—

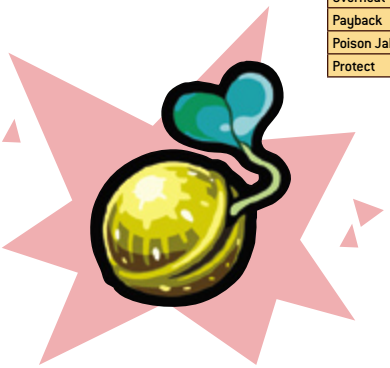
Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pitfall Trap	B11–B19F
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

Happy Outlook
Sticky Yes



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Dungeon 47 Mt. Mistral

Total 20F

Replayable Y

Many of your foes in this dungeon are Flying-types. Each Pokémon is at least Lv30 and uses powerful moves, so they'll knock you out in a flash if you're caught off-guard.

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Reach 20F
Recommended Level	Lv43+

Special Rules	• Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (15F)
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

Tip Look for Stores to Buy Evolution Items

Out of all the dungeons unlocked after your guild graduation, you can buy Evolution items at six of them (Lake Afar through Midnight Forest, p219–241). The shops in Mt. Mistral are more likely to carry Evolution items, so it's a good idea to bring Poké and search for shops on odd-numbered floors.



Shops on 1F and even-numbered floors have items like accessories, seeds and berries, while shops on odd-numbered floors carry Evolution items.



Each Evolution item costs 1000 Poké. If you want to buy lots of them, you'll need lots of Poké.

Treasure Chamber

▼▼15F



Items

- Grass Silk

Necessary Items

Key

Treasure Floor

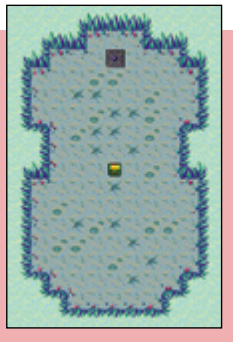
▼▼20F

Items

- Deluxe Box

Deluxe Box Contents

Gold Gummi, Sky Gummi, Brown Gummi, Green Gummi, Sitrus Berry, or Reviver Seed



Pokémon To Watch For



Fearow 1—19F

Watch out for its Mirror Move

Fearow's Mirror Move activates the Mirror Move condition. Your learned moves won't work at all against this condition, and you'll take any damage that you try to dish out. When you're affected by Mirror Move, only use normal attacks or items.



Deselect your registered moves and the Exclusive Move-User IQ skill so that your teammates only use normal attacks.



Fearow 1—19F

Uses Agility to boost Speed



Pidgeot 1—19F

Also uses Agility



Aerodactyl 1—19F

Its Ability and moves are a tough combo



Staraptor 1—19F

Especially dangerous in Monster Houses

All four can use Agility, a move that raises the speed of foes in the same room. That's not a problem if there's only one foe in a room. But if they use the move several times in a row when there are other foes in a room, you'll soon be surrounded and overcome. If Pidgeot or Aerodactyl are among a group of foes, defeat them before they use Agility.



Drifblim 1—19F

The toughest foe in the dungeon

Drifblim uses the powerful move Ominous Wind, plus it can unleash two attacks in a row thanks to its Unburden Ability. Throw seeds, berries, throwing items, or other items (besides health drinks) at Drifblim to seal those attacks. Also, Aftermath can cause Drifblim to explode when its HP drops to zero, so knock it out before it can get close to you.



Remember, if Drifblim explodes, any items it has caught will also disappear.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (1–5F) / Lv49 (6–9F) / Lv50 (10–14F) / Lv51 (15–19F)

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S	6 F ♀ M S	7 F ♂ M S	8 F ♀ M S	9 F ♂ M S	10 F ♀ M S
Light	None	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
			Rain		Fog	Rain		Fog		
Swellow	Lv37 ▶					Lv38 ▶				Lv39 ▶
Fearow	Lv37 ▶					Lv38 ▶				Lv39 ▶
Mothim	Lv37 ▶					Lv38 ▶				Lv39 ▶
Gliscor	Lv37 ▶					Lv38 ▶				Lv39 ▶
Pidgeot	Lv35 ▶					Lv36 ▶				Lv37 ▶
Aerodactyl	Lv38 ▶					Lv39 ▶				Lv40 ▶
Flygon	Lv37 ▶					Lv38 ▶				Lv39 ▶
Drifblim	Lv34 ▶					Lv35 ▶				Lv36 ▶
Mismagius	Lv35 ▶					Lv36 ▶				Lv37 ▶
Staraptor	Lv39 ▶					Lv40 ▶				Lv41 ▶
Venomoth	Lv35 ▶					Lv36 ▶				Lv37 ▶
Jumpluff	Lv31 ▶					Lv32 ▶				Lv33 ▶
Ho-Oh (*1)										

*1— Appears only when certain conditions are met (p.31)

Dungeon Pokémon Data

Swellow
Normal / Flying



Lv	37	38	39	40
HP	67	69	71	73
Exp.	105	108	110	112

MOVES: Pluck, Endeavor, Quick Attack, Focus Energy

Fearow
Normal / Flying



Lv	37	38	39	40
HP	113	114	115	116
Exp.	317	324	331	338

MOVES: Fury Attack, Pluck, Mirror Move, Agility

Mothim
Bug / Flying / ♂ only



Lv	37	38	38	40
HP	95	97	99	101
Exp.	515	526	537	548

MOVES: Silver Wind, Bug Bite, Psybeam, Psychic

Gliscor
Ground / Flying



Lv	37	38	39	40
HP	109	111	113	115
Exp.	561	573	585	597

MOVES: Fury Cutter, Screech, U-turn, Quick Attack

Pidgeot
Normal / Flying



Lv	35	36	37	38
HP	95	96	97	98
Exp.	400	409	418	427

MOVES: Agility, Quick Attack, Twister, Whirlwind

Aerodactyl
Rock / Flying



Lv	38	39	40	41
HP	89	92	95	98
Exp.	244	249	254	260

MOVES: Agility, AncientPower
ABILITY: Pressure

Flygon
Ground / Dragon



Lv	37	38	39	40
HP	90	92	94	96
Exp.	386	394	403	411

MOVES: DragonBreath, Supersonic, SonicBoom, Sand Tomb

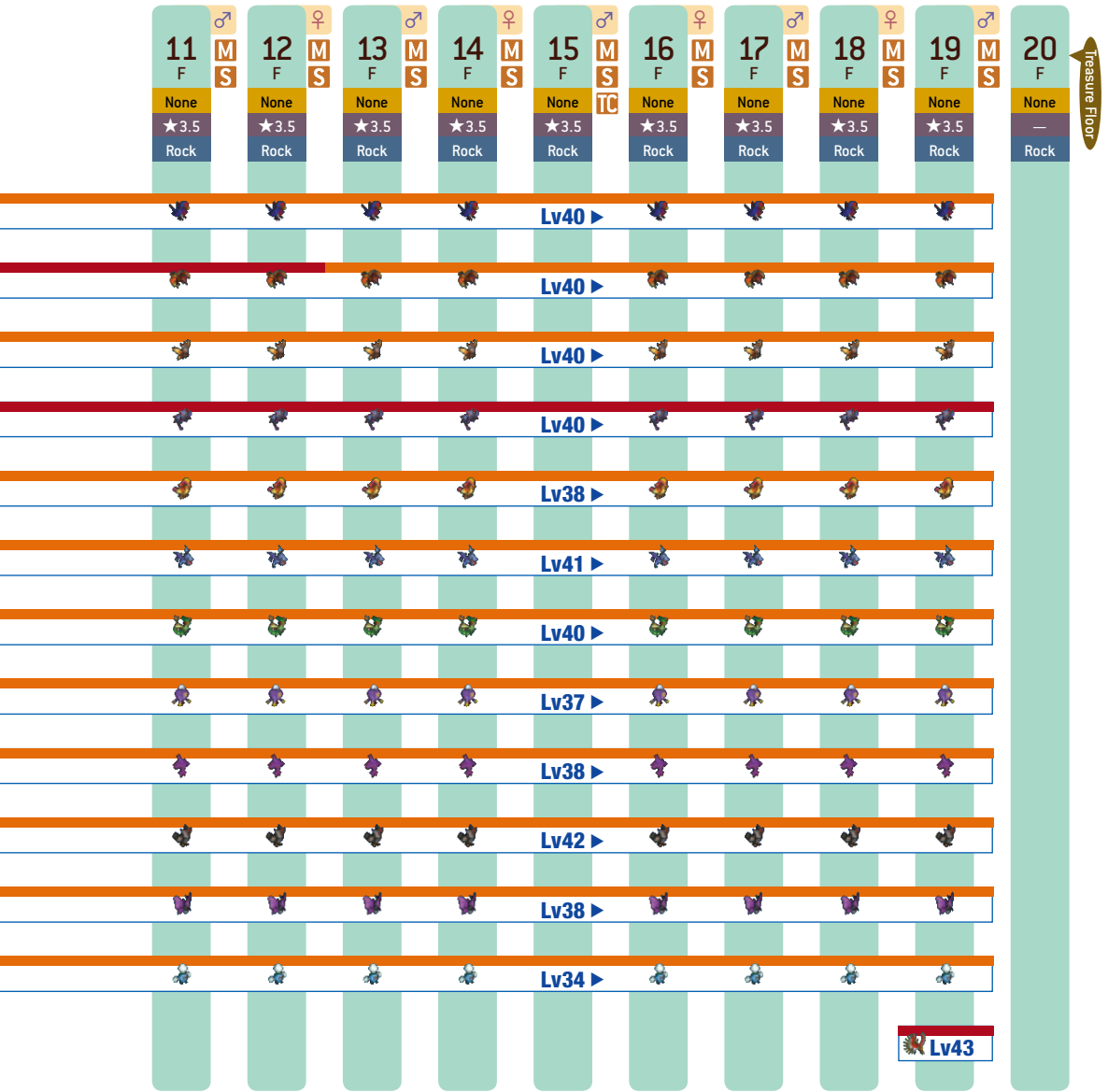
Drifblim
Ghost / Flying



Lv	34	35	36	37
HP	96	98	100	102
Exp.	477	488	499	510

MOVES: Ominous Wind, Constrict
ABILITIES: Aftermath, Unburden

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Dungeon Pokémon Data

Mismagius — Ghost

Lv	35	36	37	38
HP	80	82	84	86
Exp.	440	450	460	470

MOVES: Spite, Psywave, Astonish, Magical Leaf

Venomoth — Bug / Poison

Lv	35	36	37	38
HP	92	95	98	101
Exp.	215	220	225	230

MOVES: Silver Wind, Sleep Powder, Stun Spore, Psybeam

Ho-Oh — Fire / Flying / Gender ?

Lv	43
HP	139
Exp.	936

MOVES: Fire Blast, Recover, Sunny Day
ABILITY: Pressure

Staraptor — Normal / Flying

Lv	39	40	41	42
HP	86	88	90	92
Exp.	340	347	355	362

MOVES: Endeavor, Agility, Quick Attack, Close Combat

Jumpluff — Grass / Flying

Lv	31	32	33	34
HP	89	91	93	95
Exp.	372	381	390	399

MOVES: Bullet Seed, Sleep Power, Stun Spore
ABILITY: Chlorophyll



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Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Friend Bow	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	(*1)
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	(*1)
Gravelerock	All Floors	—
Iron Thorn	All Floors	(*1)
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	(*1)
Big Apple	All Floors	(*1)
Gravelyrock	All Floors	—
Grimy Food	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	(*1)
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	(*1)
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	(*1)
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	(*1)
Yellow Gummi	All Floors	—

*1— 1, 2, 4, 6, 8, 10, 12, 14, 16, 18F
*2— 3, 5, 7, 9, 11, 13, 15, 17, 19F

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	(*1)
Blinker Seed	All Floors	—
Cheri Berry	All Floors	(*1)
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Heal Seed	—	(*1)
Oran Berry	All Floors	(*1)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*1)
Quick Seed	All Floors	—
Rawst Berry	All Floors	(*1)
Reviser Seed	All Floors	—
Reviver Seed	All Floors	(*1)
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Ginseng	All Floors	—
Max Elixir		(*1)
Mix Elixir		—

TMs

Name	Floor	Shop
Attract	—	(*1)
Brine	—	(*1)
Bullet Seed	—	(*1)
Calm Mind	—	(*1)
Dig	—	(*1)
Embargo	—	(*1)
False Swipe	—	(*1)
Flash	—	(*1)
Giga Drain	—	(*1)
Giga Impact	—	(*1)
Hidden Power	—	(*1)
Hyper Beam	—	(*1)
Iron Tail	—	(*1)
Light Screen	—	(*1)
Payback	—	(*1)
Poison Jab	—	(*1)
Recycle	—	(*1)
Reflect	—	(*1)
Rest	—	(*1)
Roar	—	(*1)
Rock Slide	—	(*1)
Roost	—	(*1)
Safeguard	—	(*1)
Shadow Claw	—	(*1)
Shock Wave	—	(*1)
SolarBeam	—	(*1)
Stealth Rock	—	(*1)
Steel Wing	—	(*1)
Swords Dance	—	(*1)
Thunderbolt	—	(*1)
Vacuum-Cut	—	(*1)
Wide Slash	—	(*1)

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	(*1)
Cleanse Orb	All Floors	—
Drought Orb	—	(*1)
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	(*1)
One-Shot Orb	—	(*1)
Petrify Orb	All Floors	(*1)
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	(*1)
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	(*1)

Evolution Items

Name	Floor	Shop
Coronet Rock	—	(*2)
Dawn Stone	—	(*2)
DeepSeaScale	—	(*2)
DeepSeaTooth	—	(*2)
Dragon Scale	—	(*2)
Dubious Disc	—	(*2)
Dusk Stone	—	(*2)
Electivizer	—	(*2)
Frozen Rock	—	(*2)
Magmarizer	—	(*2)
Mossy Rock	—	(*2)
Oval Stone	—	(*2)
Protector	—	(*2)
Razor Claw	—	(*2)
Razor Fang	—	(*2)
Reaper Cloth	—	(*2)
Shiny Stone	—	(*2)
Upgrade	—	(*2)

Trick Boxes

Name	Floor	Shop
Link Box	—	(*1)

Poké

Name	Floor	Shop
Poké	All Floors	—

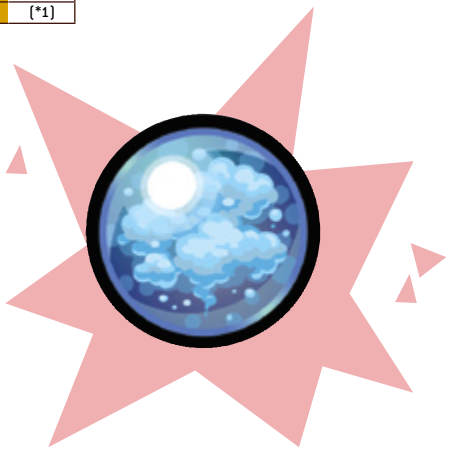
Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors





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Dungeon 48

Shimmer Hill

Total 18F

Replayable Y

Shimmer Hill is the only dungeon where you can recruit Deoxys, the rare Pokémon. There are no Wonder Tiles here, so head to the next floor if you need to restore lowered stats.

How to Unlock	Accept a certain job
Initial Goal	Take a client to the dungeon and reach 18F
Recommended Level	Lv40+

Special Rules	• Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (15F)
Terrain	Water	Traps	Secret Stairs

Items Be Sure to Bring Food

You won't find any food items or Gummis in this dungeon; the only things you'll find to help fill your Belly are seeds or berries. There are a total of 18 floors, so bring more food items than you would for other dungeons. Also, the only throwing items you'll find in this dungeon are Gravelerocks. If you don't have any long-range moves, bring Iron Thorns or similar items.

Tip How to Clear the Dungeon and Protect the Client

Your client will accompany you when you visit this dungeon for the first time. Foes here are powerful and can easily knock out the client, so bring lots of Reviver Seeds. Also, to prevent the client from getting lost, limit your team to 1 or 2 members. If you only want to clear the dungeon, accept the job in order to go to Shimmer Hill, then delete the job and enter the dungeon with just your team members.

Treasure Chamber

▼▼15F

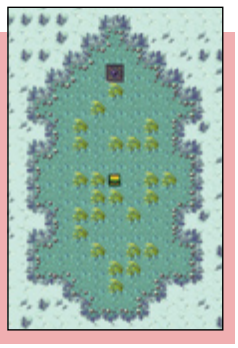


Items
- Yellow Silk

Necessary Items
Key

Treasure Floor

▼▼18F



Items
- Deluxe Box

Deluxe Box Contents
Black Gummi, Royal Gummi, Gray Gummi, Purple Gummi, Sitrus Berry or Reviver Seed

Pokémon To Watch For



Skuntank 1—17F
Has two dangerous Abilities

Skuntank has two Abilities: Stench, which makes an opponent Terrified, and Aftermath, which causes it to explode when it faints. Battling up close is dangerous; it's safer to defeat it with moves or items before it can reach you.



Ursaring 1—17F
Gets tougher with status condition

When afflicted with a status condition (p.31), Ursaring's Ability doubles its damage and raises its movement speed by 1. Avoid hitting it with a status condition such as Poisoned or Slowed.

Dungeon Pokémon Data

Arcanine — Fire



	Lv	HP	Exp.
0	36	125	373
	37	128	381
	38	131	390
	39	134	398

MOVES: ExtremeSpeed, Thunder Fang

Espeon — Psychic



	Lv	HP	Exp.
0	30	102	136
	31	104	140
	32	106	143
	33	108	147

MOVES: Quick Attack, Confusion

Primeape — Fighting



	Lv	HP	Exp.
0	33	93	541
	34	95	554
	35	97	567
	36	99	580

MOVES: Fury Swipes, Screech

Sentret — Normal



	Lv	HP	Exp.
4	13	42	167
	14	43	174
	15	44	182
	16	46	190

MOVES: Fury Swipes, Quick Attack

Stantler — Normal



	Lv	HP	Exp.
4	13	31	138
	14	32	144
	15	32	151
	16	33	157

MOVES: Hypnosis, Stomp

Girafarig — Normal / Psychic



	Lv	HP	Exp.
4	17	55	234
	18	56	243
	19	57	252
	20	59	261

MOVES: Agility, Psybeam

Tauros — Normal ♂ only



	Lv	HP	Exp.
4	33	104	386
	34	106	395
	35	108	404
	36	109	414

MOVES: Zen Headbutt, Take Down

Rhyhorn — Ground / Rock



	Lv	HP	Exp.
4	32	93	410
	33	96	420
	34	99	430
	35	102	440

MOVES: Rock Blast, Fury Attack

Skuntank — Poison / Dark



	Lv	HP	Exp.
1	35	72	554
	36	75	567
	37	78	579
	38	81	592

MOVES: Fury Swipes, Screech

Houndour — Dark / Fire



	Lv	HP	Exp.
5	14	53	149
	15	54	156
	16	55	162
	17	56	169

MOVES: Smog, Ember, Bite



CONTINUED ON P.233

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Pokémon Dungeon Breakdown

Shopkeeper Level — Lv48 (1–5F) / Lv49 (6–9F) / Lv50 (10–14F) / Lv51 (15–17F)

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S	6 F ♀ M S	7 F ♂ M S	8 F ♀ M S	9 F ♂ M S
Light	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
						Rain	Cloudy	Fog	
Arcanine	Lv36 ▶					Lv37 ▶			
Espeon	Lv30 ▶					Lv31 ▶			
Primeape	Lv33 ▶					Lv34 ▶			
Sentret	Lv13 ▶					Lv14 ▶			
Stantler	Lv13 ▶					Lv14 ▶			
Girafarig	Lv17 ▶					Lv18 ▶			
Tauros	Lv33 ▶					Lv34 ▶			
Rhyhorn	Lv32 ▶					Lv33 ▶			
Skuntank	Lv35 ▶					Lv36 ▶			
Houndour	Lv14 ▶					Lv15 ▶			
Camerupt	Lv30 ▶					Lv31 ▶			
Castform	Lv26 ▶					Lv27 ▶			
Linoone	Lv33 ▶					Lv34 ▶			
Miltank	Lv30 ▶					Lv31 ▶			
Mareep	Lv17 ▶					Lv18 ▶			
Ursaring	Lv30 ▶					Lv31 ▶			
Deoxys (Normal Forme) (*1)									

*1— Appears when certain conditions are met (p.31)



6F

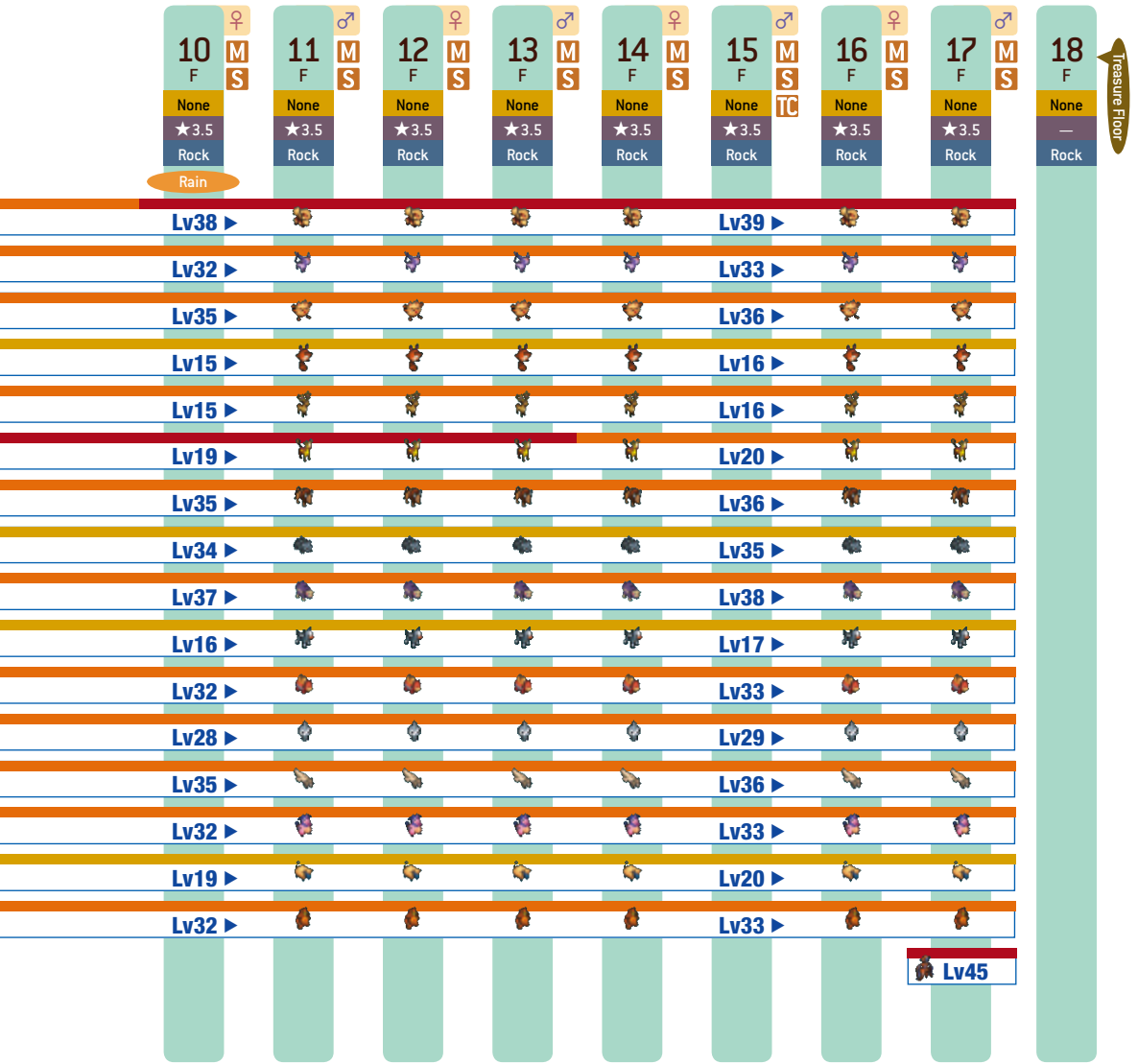
A floor where Skuntank can't explode

The Rain weather on 6F and 10F means the floors have Defused status, so Skuntank won't explode when it faints. That just leaves the Pokémon's Stench Ability, so you can save your throwing items or long-range moves and attack it with a few teammates.



If one of your teammates is Terrified, don't worry. If several others are also battling Skuntank, they'll keep up the fight.

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Dungeon Pokémon Data

Camerupt — Fire / Ground

Lv	30	31	32	33
HP	106	109	112	115
Exp.	308	316	323	331

MOVES: Magnitude, Lava Plume

Linoone — Normal

Lv	33	34	35	36
HP	74	77	80	82
Exp.	327	335	343	351

MOVES: Fury Swipes, Headbutt

Mareep — Electric

Lv	17	18	19	20
HP	56	58	59	60
Exp.	197	205	212	220

MOVES: ThunderShock, Stomp

Deoxys (Normal Forme) — Psychic — Gender ?

Lv	45
HP	118
Exp.	432

MOVES: Night Shade
ABILITY: Pressure

Castform — Normal

Lv	26	27	28	29
HP	70	71	72	73
Exp.	178	183	188	193

MOVES: Powder Snow, Hail, Ember

Miltank — Normal — ♀ only

Lv	30	31	32	33
HP	111	113	115	117
Exp.	386	396	405	415

MOVES: Rollout, Stomp

Ursaring — Normal

Lv	30	31	32	33
HP	84	87	90	93
Exp.	366	376	385	394

MOVES: Fury Swipes, Lick

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Obtainable Items

Shimmer Hill

Sticky: Yes

Equipment

Name	Floor	Shop
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	(*2)
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	(*2)
Gravelerock	All Floors	—
Iron Thorn	—	(*2)

Food

Name	Floor	Shop
Apple	—	(*2)
Big Apple	—	(*2)

Gummis

Name	Floor	Shop
Blue Gummi	—	(*2)
Grass Gummi	—	(*2)
Orange Gummi	—	(*2)
White Gummi	—	(*2)

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	(*2)
Blinker Seed	All Floors	—
Cheri Berry	All Floors	(*2)
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	—	(*2)
Oran Berry	All Floors	(*2)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*2)
Quick Seed	All Floors	—
Rawst Berry	All Floors	(*2)
Reviser Seed	All Floors	—
Reviver Seed	All Floors	(*2)
Slip Seed	All Floors	—
Via Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*2)
Mix Elixir	All Floors	—

*2— 1, 3, 5, 7, 9, 11, 13, 15, 17F
*3— 2, 4, 6, 8, 10, 12, 14, 16F

TMs

Name	Floor	Shop
Attract	All Floors	(*2)
Blizzard	All Floors	—
Brick Break	All Floors	All Floors
Brine	All Floors	(*2)
Bulk Up	All Floors	—
Bullet Seed	All Floors	(*2)
Calm Mind	All Floors	(*2)
Captivate	All Floors	—
Dig	All Floors	(*2)
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	(*2)
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	(*2)
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	(*2)
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	(*2)
Giga Impact	All Floors	(*2)
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	(*2)
Hyper Beam	All Floors	(*2)
Ice Beam	All Floors	—
Iron Tail	All Floors	(*2)
Light Screen	All Floors	(*2)
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	(*2)
Poison Jab	All Floors	(*2)
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	(*2)
Reflect	All Floors	(*2)
Rest	All Floors	(*2)
Return	All Floors	—
Roar	All Floors	(*2)
Rock Polish	All Floors	—
Rock Slide	All Floors	(*2)
Roost	All Floors	(*2)
Safeguard	All Floors	(*2)
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	(*2)
Shock Wave	All Floors	(*2)
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	(*2)
Stealth Rock	All Floors	(*2)
Steel Wing	All Floors	(*2)
Swords Dance	All Floors	(*2)
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	(*2)
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	(*2)
Water Pulse	All Floors	—
Wide Slash	All Floors	(*2)
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	(*2)
Cleanse Orb	All Floors	—
Drought Orb	—	(*2)
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	(*2)
One-Shot Orb	—	(*2)
Petrify Orb	All Floors	(*2)
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	(*2)
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	(*2)

Evolution Items

Name	Floor	Shop
Coronet Rock	—	(*3)
Dawn Stone	—	(*3)
Deepseascale	—	(*3)
Deepseatooth	—	(*3)
Dragon Scale	—	(*3)
Dubious Disc	—	(*3)
Dusk Stone	—	(*3)
Electirizer	—	(*3)
Frozen Rock	—	(*3)
Magmarizer	—	(*3)
Mossy Rock	—	(*3)
Oval Stone	—	(*3)
Protector	—	(*3)
Razor Claw	—	(*3)
Razor Fang	—	(*3)
Reaper Cloth	—	(*3)
Shiny Stone	—	(*3)
Upgrade	—	(*3)

Trick Boxes

Name	Floor	Shop
Link Box	—	(*2)

Poké

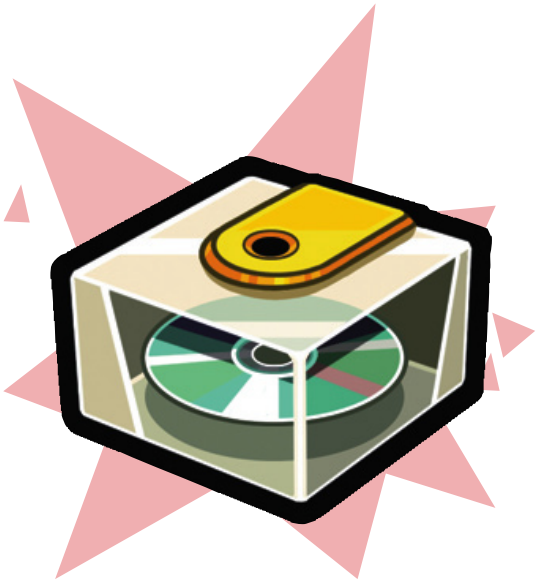
Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors



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Dungeon 49

Lost Wilderness

Total 18 F

Replayable: Y

There are few foes or traps in this dungeon, which is accessible after your guild graduation. The Treasure Chamber on B15F has no lock, so you can pick up the Reviver Seed without using a Key.

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Clear B18F
Recommended Level	Lv40+

Special Rules	• Final floor is always a treasure floor (p.26)

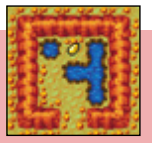
Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	Treasure Chamber (B15F)
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

Tip Psychic-types Have an Advantage

Many of your foes in this dungeon use Fighting- and Psychic-type moves. To get an edge in battle, use a Psychic-type Pokémon as team leader for its type-resistance to those types. If there are no high-level Psychic-type Pokémon in your team, recruit Mesprit in Quicksand Pit or Azelf in Crystal Crossing.

Treasure Chamber

▼▼B15F

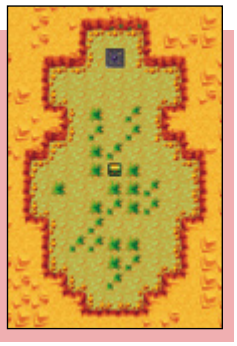


Items
- Reviver Seed

Necessary Items
—

Treasure Floor

▼▼B18F



Items
- Deluxe Box

Deluxe Box Contents
Silver Gummi, Black Gummi, Royal Gummi, Purple Gummi, Sitrus Berry or Reviver Seed

Pokémon To Watch For



Mr. Mime B1—B17F

Will use Substitute on you

Mr. Mime's Substitute attack is very dangerous because it gives you the Substitute Condition, making your allies attack you. It's safe to attack Mr. Mime from a distance, but if it gets close, go for a one-hit KO or hit it with a status condition to immobilize it.



If you are Substituted, run to a square that your teammate's attacks won't reach.

Dungeon Pokémon Data

Meditite — Fighting / Psychic



Lv	15	16	17	18
HP	71	73	75	77
Exp.	117	122	127	132

MOVES: Psychic, Detect, Mind Reader, Hidden Power, Bide

Shiftry — Grass / Dark



Lv	30	31	32	33
HP	88	89	90	91
Exp.	405	416	426	436

MOVES: Leaf Cutter, Whirlwind, Faint Attack, Nasty Plot

Mr. Mime — Psychic



Lv	30	31	32	33
HP	72	74	76	78
Exp.	308	316	323	331

MOVES: Double Slap, Substitute, Psybeam, Psychic, Mimic

Kadabra — Psychic



Lv	36	37	38	39
HP	101	102	103	104
Exp.	216	220	225	230

MOVES: Psybeam, Psycho Cutter, Disable

Hitmontop — Fighting / ♂ only



Lv	30	31	32	33
HP	99	100	101	102
Exp.	475	488	500	512

MOVES: Triple Kick, Quick Attack, Rolling Kick, Focus Energy

Medicham — Fighting / Psychic



Lv	30	31	32	33
HP	101	103	105	107
Exp.	354	364	373	382

MOVES: Psychic, ExtremeSpeed, Thunder Punch, Fire Punch

Tyrogue — Fighting / ♂ only



Lv	14	15	16	17
HP	78	80	82	84
Exp.	110	115	120	124

MOVES: Fake Out, Helping Hands, Tackle
ABILITY: Guts

Makuhita — Fighting



Lv	15	16	17	18
HP	75	77	79	81
Exp.	220	230	239	248

MOVES: Arm Thrust, Fake Out, Focus Energy, Vital Throw, Whirlwind

Croagunk — Poison / Fighting



Lv	30	31	32	33
HP	88	89	90	91
Exp.	156	160	164	168

MOVES: Sucker Punch, Mud Bomb, Mud Sport, Poison Sting, Astonish

Spinda — Normal



Lv	30	31	32	33
HP	77	79	80	81
Exp.	304	312	319	327

MOVES: Hypnosis, Psybeam, Sucker Punch, Dizzy Punch

Magmar — Fire



Lv	32	33	34	35
HP	95	97	99	101
Exp.	348	357	365	374

MOVES: Smog, Fire Punch, Ember, Confuse Ray, SmokeScreen

Lucario — Fighting / Steel



Lv	45	46
HP	131	132
Exp.	210	214

MOVES: Bone Rush, Aura Sphere, Quick Attack, Dark Pulse

Abra — Psychic



Lv	11	12	13	14
HP	62	64	65	67
Exp.	80	84	88	92

MOVES: Teleport
ABILITIES: Synchronize, Inner Focus

Hariyama — Fighting



Lv	30	31	32	33
HP	105	108	111	114
Exp.	417	428	438	449

MOVES: Arm Thrust, Fake Out, ExtremeSpeed, Focus Energy, Brine

Lickitung — Normal



Lv	30	31	32	33
HP	115	117	119	121
Exp.	183	188	192	197

MOVES: Rollout, Lick, Stomp, Supersonic, Disable

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1–B5F) Lv49 (B6–B9F) Lv50 (B10–B14F) Lv51 (B15–B17F)

	B1F ♂ M S	B2F ♀ M S	B3F ♂ M S	B4F ♀ M S	B5F ♂ M S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S	B9F ♂ M S
Light	None	None	None	None	None	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand
		Cloudy		Sandstorm		Fog		Rain	
Meditite	Lv15 ▶					Lv16 ▶			
Hitmontop	Lv30 ▶					Lv31 ▶			
Croagunk	Lv30 ▶					Lv31 ▶			
Abra	Lv11 ▶					Lv12 ▶			
Shiftry	Lv30 ▶					Lv31 ▶			
Medicham	Lv30 ▶					Lv31 ▶			
Spinda	Lv30 ▶					Lv31 ▶			
Hariyama	Lv30 ▶					Lv31 ▶			
Mr. Mime	Lv30 ▶					Lv31 ▶			
Tyrogue	Lv14 ▶					Lv15 ▶			
Magmar	Lv32 ▶					Lv33 ▶			
Lickitung	Lv30 ▶					Lv31 ▶			
Kadabra	Lv36 ▶					Lv37 ▶			
Makuhita			Lv15 ▶			Lv16 ▶			
Lucario									



Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Heal Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Pass Scarf	All Floors	—
Patsy Band	All Floors	—
Persim Band	All Floors	—
Scope Lens	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	—	(*1)

Gummis

Name	Floor	Shop
Gray Gummi	—	(*1)
Silver Gummi	—	(*1)

Seeds • Berries

Name	Floor	Shop
Blinker Seed	B1–B9F	—
Cheri Berry	B1–B9F	—
Dough Seed	B1–B9F	—
Dropeye Seed	B1–B9F	—
Oran Berry	B1–B9F	—
Oren Berry	B1–B9F	—
Pecha Berry	B1–B9F	—
Reviser Seed	B1–B9F	—
Slip Seed	B1–B9F	—
Via Seed	B1–B9F	—

Health Drinks

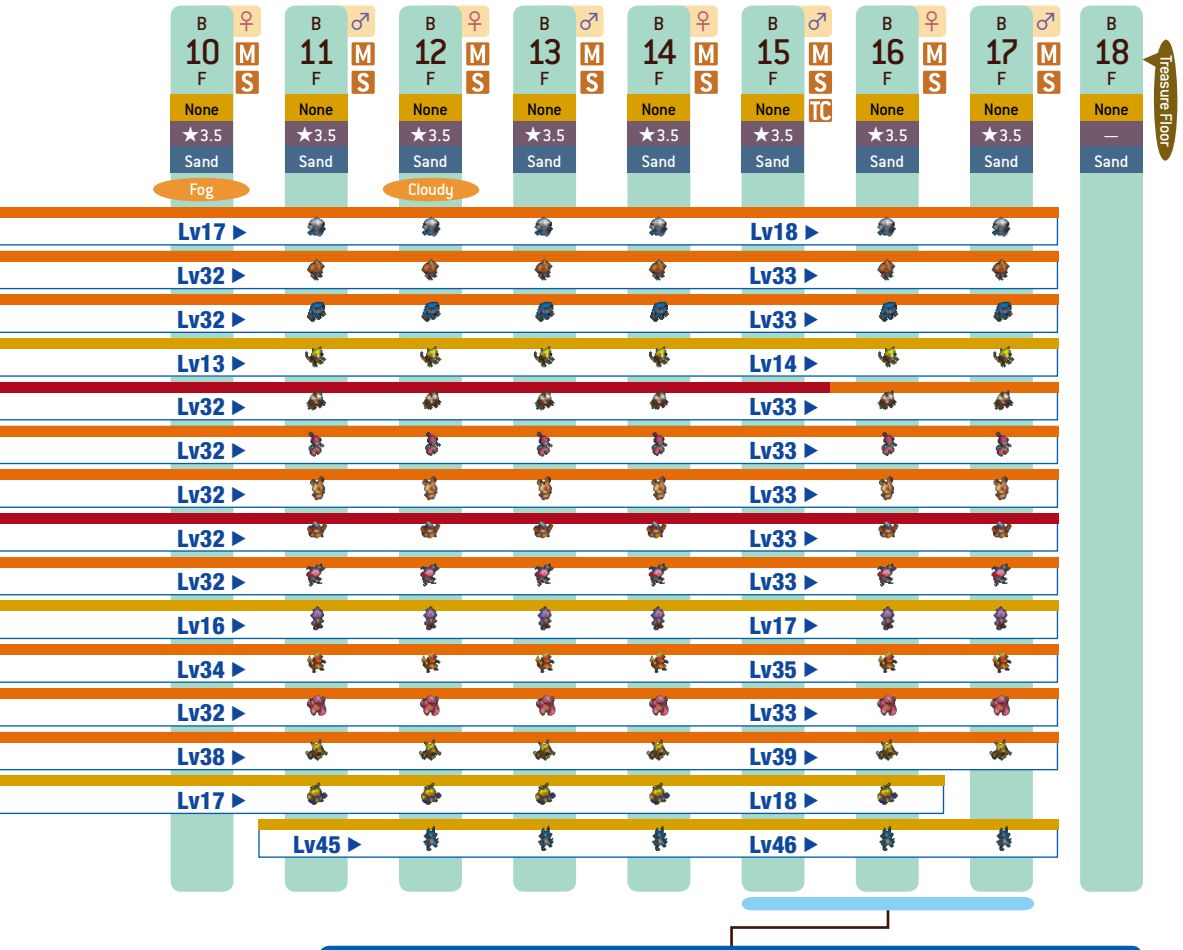
Name	Floor	Shop
Max Elixir	B1–B9F	—
Mix Elixir	B1–B9F	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—

*1— B1, B2, B4, B6, B8, B10, B12, B14, B16F
*2— B3, B5, B7, B9, B11, B13, B15, B17F

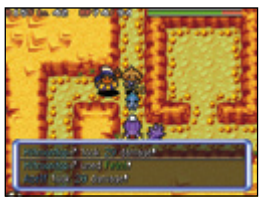
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B15—B17F

Some foes use new moves

Your foes' levels are higher here and Meditite, Hitmontop, and Lickitung have new moves. Of those, the most dangerous move is Lickitung's Rollout. If you battle it the way you normally would, you're in for a world of hurt.



Meditite uses Mind Reader and Hitmontop uses Feint.

Name	Floor	Shop
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Evolution Items

Name	Floor	Shop
Coronet Rock	—	(*2)
Dawn Stone	—	(*2)
Deepseascale	—	(*2)
Deepseatooth	—	(*2)
Dragon Scale	—	(*2)
Dubious Disc	—	(*2)
Dusk Stone	—	(*2)
Electirizer	—	(*2)
Frozen Rock	—	(*2)
Magmarizer	—	(*2)
Mossy Rock	—	(*2)
Oval Stone	—	(*2)
Protector	—	(*2)
Razor Claw	—	(*2)
Razor Fang	—	(*2)
Reaper Cloth	—	(*2)
Shiny Stone	—	(*2)
Upgrade	—	(*2)

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	B4–B17F
Pitfall Trap	B2–B17F
Poison Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	B3–B17F
Summon Trap	B4–B17F
Trip Trap	B2–B17F
Warp Trap	All Floors

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Dungeon 50 Midnight Forest

Total 25F

Replayable Y

Many of the higher-level foes in this dungeon are Bug- or Grass-types. Bringing a Fire- or Flying-type Pokémon is a good idea.

How to Unlock	Accept a certain job
Initial Goal	Reach B25F with your client
Recommended Level	Lv40+

Special Rules	• Final floor is always a treasure floor (p.26)

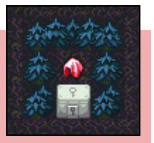
Special Rooms and Terrain				
Room	Shop (All floors)	Treasure Chamber (B15F)		
Terrain	Water	Wonder Tiles	Traps	Secret Stairs

Tip Save Your PP When Battling Low-level Opponents

In this dungeon, weak Pokémon like Wurmple or Bellsprout sometimes appear in the same group as Lv30 Pokémon. You can easily beat these weaker Pokémon without using moves and there are still 25 floors to go, so use regular attacks on them to conserve PP.

Treasure Chamber

▼▼B15F



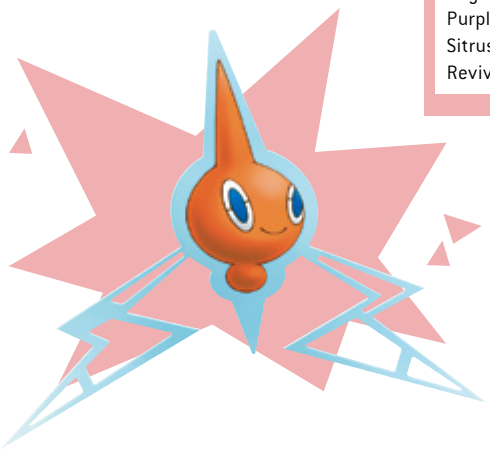
Items	Necessary Items
Red Silk	Key

Treasure Floor

▼▼B25F



Items	Deluxe Box Contents
Deluxe Box	Silver Gummi, Black Gummi, Royal Gummi, Purple Gummi, Sitrus Berry or Reviver Seed



Pokémon To Watch For



Venomoth B1—B21F

Uses moves with a room-wide range



Ledian B1—B21F

Its Silver Wind move packs a punch



Rotom B10—B20F

This dungeon's most dangerous foe

All three can use Ominous Wind or Silver Wind to hit any foe in the same room. Ledian and Rotom are especially likely to use these moves, so use your own moves or items on them to protect your team members or client.



Beedrill B1—B21F

Has low stats, but dangerous attacks

This pesky foe can attack multiple times per turn by using Fury Attack or Pin Missile. On top of that, its Agility move raises the movement rate of its allies in the same room. Although it's over Lv30, its HP, Defense and Special Defense are very low. If you encounter it, knock it out as soon as you can.



Beedrill's HP only ranges around 50 to 54. Use your moves and you should be able to defeat it with ease.

Dungeon Pokémon Data

Wurmple — Bug



Lv	5	6	7	8	9
HP	12	13	14	15	16
Exp.	19	21	22	23	25

MOVES: Poison Sting, String Shot, Tackle
ABILITY: Shield Dust

Scyther — Bug / Flying



Lv	15	16	17	18	19
HP	49	52	55	58	61
Exp.	211	220	228	237	246

MOVES: False Swipe, Agility, Vacuum Wave, Quick Attack, Fury Attack, Pursuit

Nincada — Bug / Ground



Lv	23	24	25	26	27
HP	31	31	31	31	32
Exp.	224	231	238	245	252

MOVES: Fury Swipes, False Swipe, Mind Reader, Leech Life, Scratch, Sand-Attack, Harden

Venomoth — Bug / Poison



Lv	35	36	37	38	39
HP	92	95	98	101	103
Exp.	215	220	225	230	235

MOVES: Silver Wind, Sleep Powder, Stun Spore, Psybeam, Signal Beam, Psychic

Venonat — Bug / Poison



Lv	15	16	17	18	19
HP	69	72	73	74	75
Exp.	43	45	46	48	50

MOVES: Psychic, Supersonic, Disable, Leech Life, Poison Powder, Tackle, Foresight

Beedrill — Bug / Poison



Lv	31	32	33	34	35
HP	50	51	52	53	54
Exp.	124	127	130	133	136

MOVES: Pin Missile, Fury Attack, Twineedle, Agility, Focus Attack, Assurance

Bellsprout — Grass / Poison



Lv	6	7	8	9	10
HP	14	14	15	15	16
Exp.	9	9	10	10	11

MOVES: Vine Whip, Growth
ABILITY: Chlorophyll

Raticate — Normal



Lv	30	31	32	33	34
HP	94	96	98	100	102
Exp.	351	360	369	378	387

MOVES: Super Fang, Sucker Punch, Quick Attack, Crunch, Hyper Fang, Bite

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv48 (B1—B5F) / Lv49 (B6—B8F)

	B1F ♂ S	B2F ♀ S	B3F ♂ S	B4F ♀ S	B5F ♂ S	B6F ♀ S	B7F ♂ S	B8F ♀ S
Light	None	None	None	None	None	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field
				Rain			Fog	
Wurmple	Lv5 ▶					Lv6 ▶		
Venonat	Lv15 ▶					Lv16 ▶		
Scyther	Lv15 ▶					Lv16 ▶		
Beedrill	Lv31 ▶					Lv32 ▶		
Nincada	Lv23 ▶					Lv24 ▶		
Bellsprout	Lv6 ▶					Lv7 ▶		
Venomoth	Lv35 ▶					Lv36 ▶		
Raticate	Lv30 ▶					Lv31 ▶		
Ledian	Lv33 ▶					Lv34 ▶		
Ledyba	Lv14 ▶					Lv15 ▶		
Beautifly	Lv29 ▶					Lv30 ▶		
Nuzleaf	Lv30 ▶					Lv31 ▶		
Roselia	Lv30 ▶					Lv31 ▶		
Rotom								
Latios (*1)								

*1— Appears only when certain conditions are met (p.31)

Dungeon Pokémon Data

Ledian — Bug / Flying

	Lv	HP	Exp.
0	33	84	462
	34	85	473
	35	86	484
	36	87	495
	37	88	506

MOVES: Silver Wind, Comet Punch, Agility, Mach Punch, Supersonic

Beautifly — Bug / Flying

	Lv	HP	Exp.
1	29	60	197
	30	61	202
	31	62	208
	32	63	213
	33	64	218

MOVES: Stun Spore, Attract, Morning Sun, Mega Drain, Absorb, Whirlwind, Gust

Roselia — Grass / Poison

	Lv	HP	Exp.
4	30	103	109
	31	105	112
	32	107	114
	33	109	117
	34	111	120

MOVES: Stun Spore, Poison Sting, Giga Drain, Mega Drain, Absorb, Leech Seed, Grass Whistle

Latios — Dragon / Psychic / ♂ only

	Lv	HP	Exp.
1	44	139	630

MOVES: Heal Block, DragonBreath, Psywave, Luster Purge, Zen Headbutt

Ledyba — Bug / Flying

	Lv	HP	Exp.
5	14	54	202
	15	57	211
	16	60	220
	17	63	228
	18	66	237

MOVES: Comet Punch, Mach Punch, Supersonic, Tackle, Safeguard

Nuzleaf — Grass / Dark

	Lv	HP	Exp.
1	30	89	187
	31	90	192
	32	91	196
	33	92	201
	34	93	206

MOVES: Razor Leaf, Fake Out, Torment, Nature Power
ABILITY: Chlorophyll

Rotom — Electric / Ghost / Gender ?

	Lv	HP	Exp.
0	32	119	401
	33	121	411
	34	123	421

MOVES: Ominous Wind, ThunderShock, Astonish, Confuse Ray, Trick, Shock Wave

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv49 (B9F) / Lv50 (B10—B14F) / Lv51 (B15—B19F) / Lv52 (B20—B24F)

	B9F ♂	B10F ♀	B11F ♂	B12F ♀	B13F ♂	B14F ♀	B15F ♂	B16F ♀
Light	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field
	S	S	S	S	S	S	S TC	S
Wurmple		Lv7 ▶					Lv8 ▶	
Venonat		Lv17 ▶					Lv18 ▶	
Scyther		Lv17 ▶					Lv18 ▶	
Beedrill		Lv33 ▶					Lv34 ▶	
Nincada		Lv25 ▶					Lv26 ▶	
Bellsprout		Lv8 ▶					Lv9 ▶	
Venomoth		Lv37 ▶					Lv38 ▶	
Raticate		Lv32 ▶					Lv33 ▶	
Ledian		Lv35 ▶					Lv36 ▶	
Ledyba		Lv16 ▶					Lv17 ▶	
Beautifly		Lv31 ▶					Lv32 ▶	
Nuzleaf		Lv32 ▶					Lv33 ▶	
Roselia		Lv32 ▶					Lv33 ▶	
Rotom		Lv32 ▶					Lv33 ▶	
Latios (*1)								

*1— Appears only when certain conditions are met (p.31)

B10—B20F

Watch out for wall-walking Rotom

Rotom on these floors can move through walls, so you never know where they could come from. When you're in a room, use the floor map to keep tabs on everything beyond the entrance, and attack Rotom right away if it comes in.

Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	(*2)
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	(*2)
Gravelerock	All Floors	—
Iron Thorn	All Floors	(*2)
Silver Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	—	(*2)
Big Apple	—	(*2)

Gummis

Name	Floor	Shop
Blue Gummi	—	(*2)
Grass Gummi	—	(*2)
Orange Gummi	—	(*2)
White Gummi	—	(*2)

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	(*2)
Blinker Seed	All Floors	—
Cheri Berry	All Floors	(*2)
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	—	(*2)
Oran Berry	All Floors	(*2)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*2)
Quick Seed	All Floors	—
Rawst Berry	All Floors	(*2)
Reviser Seed	All Floors	—
Reviver Seed	All Floors	(*2)
Slip Seed	All Floors	—
Via Seed	All Floors	—
Violent Seed	All Floors	—

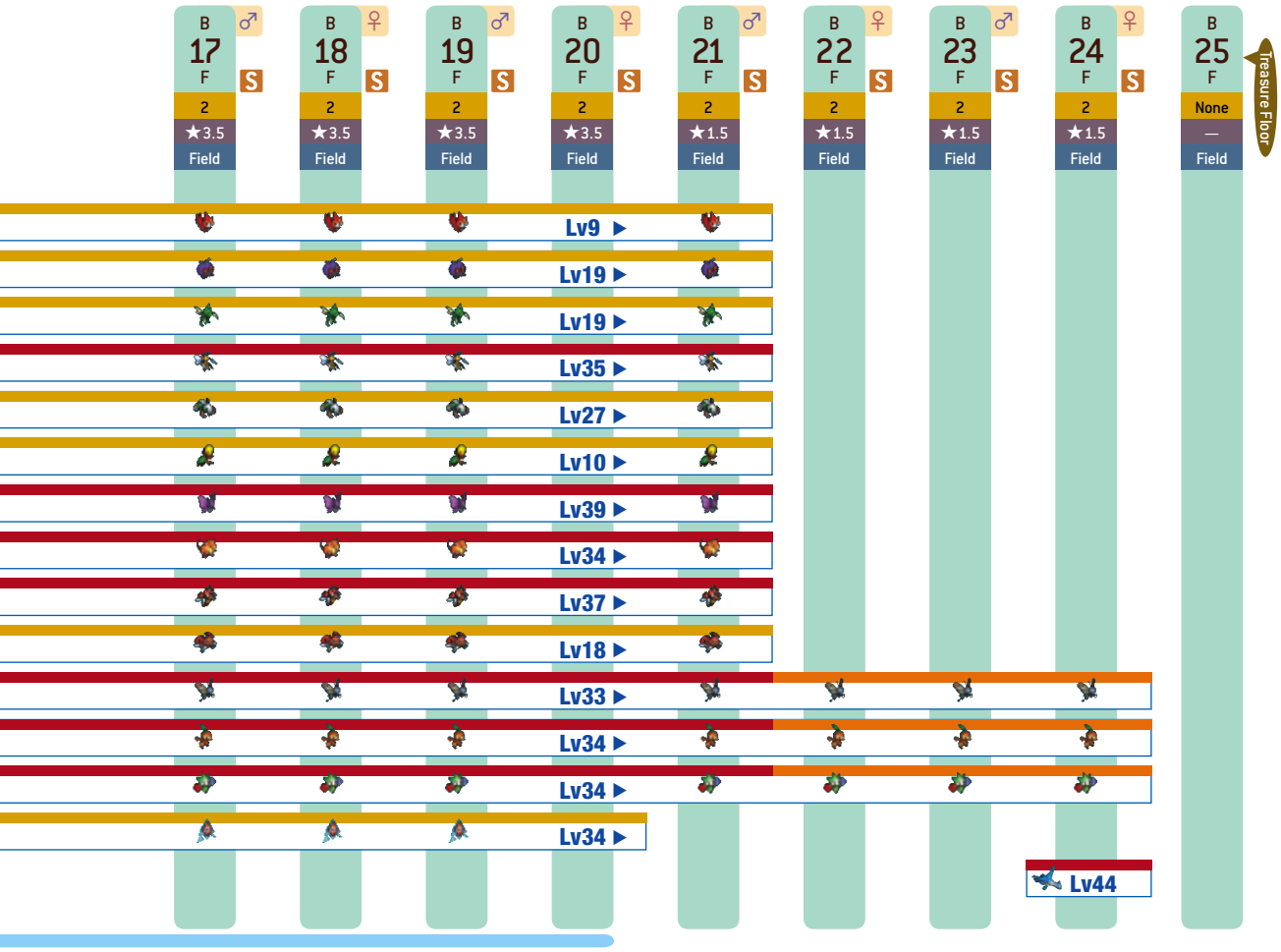
Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*2)
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	(*2)
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	(*2)
Bulk Up	All Floors	—
Bullet Seed	All Floors	(*2)
Calm Mind	All Floors	(*2)
Captivate	All Floors	—
Dig	All Floors	(*2)
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	(*2)
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	(*2)
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	(*2)
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	(*2)
Giga Impact	All Floors	(*2)
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	(*2)
Hyper Beam	All Floors	(*2)
Ice Beam	All Floors	—
Iron Tail	All Floors	(*2)
Light Screen	All Floors	(*2)
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	(*2)
Poison Jab	All Floors	(*2)
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	(*2)
Reflect	All Floors	(*2)

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Midnight Forest

Sticky: Yes

Name	Floor	Shop
Rest	All Floors	(*2)
Return	All Floors	—
Roar	All Floors	(*2)
Rock Polish	All Floors	—
Rock Slide	All Floors	(*2)
Roost	All Floors	(*2)
Safeguard	All Floors	(*2)
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	(*2)
Shock Wave	All Floors	(*2)
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	(*2)
Stealth Rock	All Floors	(*2)
Steel Wing	All Floors	(*2)
Swords Dance	All Floors	(*2)
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	(*2)
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	(*2)

Name	Floor	Shop
Water Pulse	All Floors	—
Wide Slash	All Floors	(*2)
X-Scissor	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	(*2)
Cleanse Orb	All Floors	—
Drought Orb	—	(*2)
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	(*2)
One-Shot Orb	—	(*2)
Petrify Orb	All Floors	(*2)
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	(*2)
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	(*2)

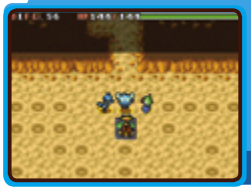
Name	Floor	Shop
Evolution Items		
Fire Stone	—	(*3)
King's Rock	—	(*3)
Leaf Stone	—	(*3)
Link Cable	—	(*3)
Metal Coat	—	(*3)
Moon Stone	—	(*3)
Sun Stone	—	(*3)
Thunderstone	—	(*3)
Water Stone	—	(*3)
Trick Boxes		
Link Box	—	(*2)
Poké		
Poké	All Floors	—
Other		
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

*2— B1–B4, B6, B8, B10, B12, B14, B16, B18, B20, B22, B24F
*3— B5, B7, B9, B11, B13, B15, B17, B19, B21, B23F

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pitfall Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 51 Labyrinth Cave

Total 10 F

Replayable	Y

Out of all dungeons unlocked after your guild graduation, this one is the easiest to explore. It has fewer floors and foes are relatively weak, but Gabite, the boss, may pose a slight challenge.

Special Rules	–

How to Unlock	Accept a mission from Togetic
Initial Goal	Defeat Gabite on B10F and get the Gabite Scale
Recommended Level	Lv20+

Special Rooms and Terrain		
Room	Monster House (All floors)	
Terrain	Water	Wonder Tiles

Tip Get Set for a Gabite Showdown

Foes in Labyrinth Cave are about as tough as the ones on Mt. Bristle. Even without your hero or partner on the team, you should be able to clear the regular floors. However, the Gabite on B10F is tough. If your team is made up of only low-level Pokémon, use seeds (like the Sleep Seed) or berries to immobilize it.



Monster House do appear, but the foes are weak enough that you can battle your way through the room.

Boss ▸▸ B10F

Restore your teammates' HP right away

Gabite

Gabite will close in and unleash moves like Dragon Claw. If it uses Sandstorm, its Sand Veil Ability increases its evasiveness. To avoid Sandstorm, disable Gabite by throwing items like Sleep Seeds. You can't use Wonder Orbs here on B10F, and your HP, PP, and Belly aren't restored as they usually are on a boss floor. Don't attempt this if you're low on HP.



Gabite's Dragon Claw can take a big chunk out of your HP.

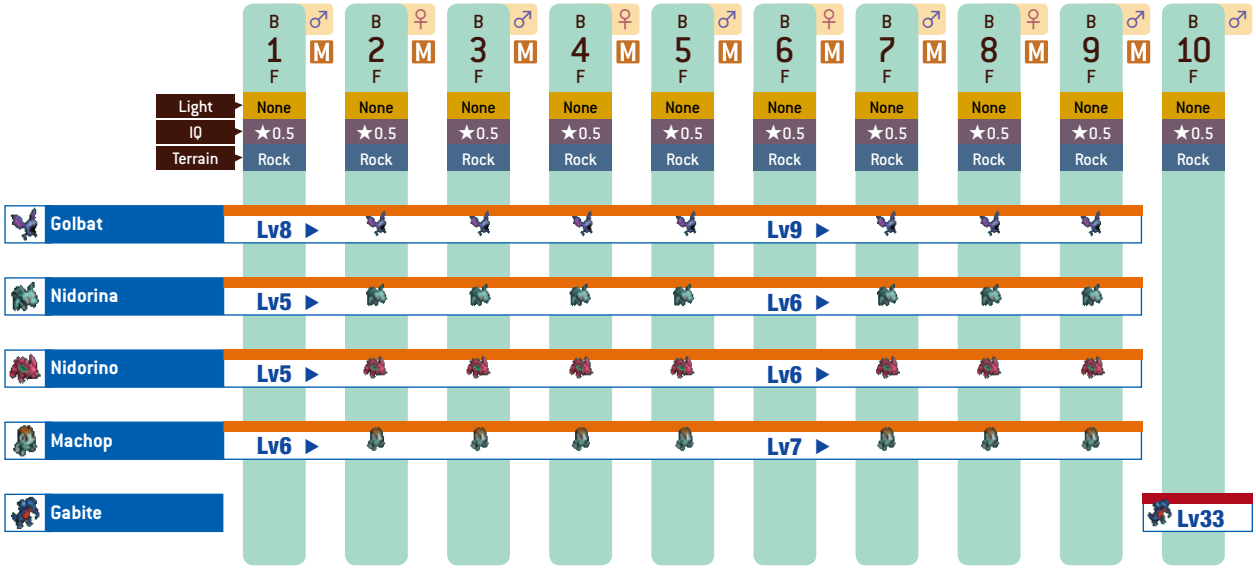


If Gabite uses Sandstorm, your accuracy decreases.



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Pokémon Dungeon Breakdown



Dungeon Pokémon Data

Golbat — Poison / Flying

Lv	8	9
HP	40	41
Exp.	192	203

MOVES: Screech, Astonish, Supersonic

Machop — Fighting

Lv	6	7
HP	24	27
Exp.	30	32

MOVES: Focus Energy, Low Kick
ABILITY: Guts

Nidorina — Poison / ♀ only

Lv	5	6
HP	32	34
Exp.	51	55

MOVES: Scratch, Growl
ABILITY: Poison Point

Gabite — Dragon / Ground

Lv	33
HP	?
Exp.	0

MOVES: Sandstorm, Dragon Claw
ABILITY: Sand Veil

Nidorino — Poison / ♂ only

Lv	5	6
HP	39	40
Exp.	51	55

MOVES: Peck, Leer
ABILITY: Poison Point

Pokémon To Watch For

Golbat — B1—B9F

Uses pesky moves

Apart from Gabite, Golbat is the toughest opponent in Labyrinth Cave; it uses moves that cause status conditions, such as Supersonic. If there are multiple foes nearby, focus on Golbat first.



Many of Golbat's moves inflict annoying status conditions.

Obtainable Items

Throwing Items

Name	Floor	Shop
Iron Thorn	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	—
Cheri Berry	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Reviver Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Obtained by Clearing the Dungeon

Gabite Scale

Traps Set

None

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Dungeon 52 Bottomless Sea

Total 50 F

Replayable Y

Just like the Surrounded Sea, you'll find lots of waterways and water terrain. In this dungeon, all your foes are Water-types and Kyogre itself lurks in the depths, 50 floors below.

How to Unlock	Accept a special mission
Initial Goal	Defeat Kyogre in Bottomless Sea Depths (B50F) and obtain the Aqua-Monica
Recommended Level	Lv52+

Special Rules	–

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Water, Traps

Prep Learn Moves That Affect All Foes in the Room

This dungeon has 50 floors, so bring as much food, Reviver Seeds, and Max Elixirs as you can. Another key is to learn moves with a room-wide range, so that you can counter-attack if you're attacked from a distance or Confused. Bring Grass- or Electric-type teammates with lots of moves that are effective against Water-types.

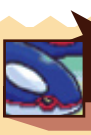
Most floors in the Bottomless Sea aren't large, so it's easy to explore, but there are more than a few traps lying around. To avoid them, use regular attacks on the squares ahead of you as you walk.



Bringing a teammate with the Storm Drain or Water Absorb Ability is a great strategy to combat Water-types.



With the Nontraitor IQ Skill, you can still hit foes with room-wide attacks even if you're Confused.



Boss ▸▸ Bottomless Sea Pit (B50F)

Immobilizing moves or items are effective

Kyogre

Kyogre's Ability calls up Rain weather, and its Hydro Pump attack does a ton of damage. Once it gets close to you, AncientPower is another problem move. Put it to sleep or otherwise immobilize it, then attack. If you can't do that, it may actually be safer to let Kyogre pick up some Gravelerocks and things to throw at you. But if you or your teammates have the Water Absorb or Storm Drain Ability, that nullifies Kyogre's Hydro Pump and you can win by battling it as you would any other opponent.



Kyogre lacks the Self-Curer IQ Skill, so its status conditions tend to last.



Pokémon To Watch For



Remoraid B1—B25F

Watch out for its Bullet Seed



Octillery B1—B49F

Specializes in moves with a 10-square range



Qwilfish B1—B49F

Don't relax your guard even when it's far away

These Pokémon have moves that can attack up to 5 times a turn from 10 squares away, like Bullet Seed or Pin Missile. What's more, their Ability and IQ Skills increase their critical hit rate and damage. It's fearsome to think what would happen if they score a critical hit on a Pokémon weak against their attacks. Protect yourself by using long-range moves to get them before they get you.



Pokémon on even-numbered floors are ♀, so their accuracy is higher—increasing your odds of being hit several times in a row.



If you're in a hallway and spot an oncoming opponent, attack first with a long-range move.

Dungeon Pokémon Data

Gyarados — Water / Flying



	Lv	HP	Exp.
♂	42	115	586
	43	117	598
	44	119	609
	45	121	621
	46	123	632
	47	125	644

MOVES: Hyper Beam, Hydro Pump, Ice Fang, Twister, Dragon Dance, Rain Dance, Aqua Tail **ABILITY:** Intimidate

Kingdra — Water / Dragon



	Lv	HP	Exp.
♂	44	114	577
	45	115	588
	46	116	599
	47	116	610
	48	117	621
	49	117	632

MOVES: Agility, Hydro Pump, BubbleBeam, Bubble, Twister, Dragon Dance, Brine **ABILITIES:** Swift Swim, Sniper

Finneon — Water



	Lv	HP	Exp.
♂	11	50	270
	12	52	283
	13	54	297
	14	56	310
	15	58	324
	16	60	337

MOVES: Attract, Rain Dance, Pound, Water Gun **ABILITY:** Storm Drain, Swift Swim

Remoraid — Water



	Lv	HP	Exp.
♂	26	116	238
	27	118	244
	28	120	251
	29	121	258
	30	122	265
	31	123	272

MOVES: Bullet Seed, Psybeam, Aurora Beam, BubbleBeam, Focus Energy **ABILITIES:** Sniper, Hustle

Clamperl — Water



	Lv	HP	Exp.
♂	15	57	252
	16	60	262
	17	63	273
	18	66	283
	19	69	294
	20	72	304

MOVES: Clamp, Whirlpool, Water Gun, Iron Defense **ABILITY:** Shell Armor

Wailmer — Water



	Lv	HP	Exp.
♂	11	90	258
	12	93	270
	13	96	283
	14	99	296
	15	102	309
	16	105	322

MOVES: Rollout, Whirlpool, Water Gun, Growl, Splash **ABILITIES:** Oblivious, Water Veil

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Pokémon Dungeon Breakdown

	B 1 F ♂ M	B 2 F ♀ M	B 3 F ♂ M	B 4 F ♀ M	B 5 F ♂ M	B 6 F ♀ M	B 7 F ♂ M	B 8 F ♀ M	B 9 F ♂ M	B 10 F ♀ M	B 11 F ♂ M	B 12 F ♀ M
Light	None	None	None	None	None	None	None	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water	Water
Gyarados	Lv42 ▶					Lv43 ▶				Lv44 ▶		
Kingdra	Lv44 ▶					Lv45 ▶				Lv46 ▶		
Finneon	Lv11 ▶					Lv12 ▶				Lv13 ▶		
Remoraid	Lv26 ▶					Lv27 ▶				Lv28 ▶		
Clamperl	Lv15 ▶					Lv16 ▶				Lv17 ▶		
Wailmer	Lv11 ▶					Lv12 ▶				Lv13 ▶		
Octillery	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Seadra	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Starmie	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Horsea	Lv11 ▶					Lv12 ▶				Lv13 ▶		
Tentacruel	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Qwilfish	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Slowking	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Slowbro	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Lapras												
Wailord												
Kyogre (*1)												

*1— Does not appear if already recruited

Dungeon Pokémon Data

Octillery — Water



	Lv	HP	Exp.
0	43	134	738
	44	135	752
	45	136	766
	46	137	781
	47	138	795
	48	139	809
	49	139	823
	50	140	837
	51	140	852

MOVES: Bullet Seed, Rock Blast, Signal Beam, Ice Beam, Octazooka, BubbleBeam, Focus Energy
ABILITY: Sniper

Seadra — Water



	Lv	HP	Exp.
0	43	125	327
	44	126	333
	45	127	340
	46	128	346
	47	128	352
	48	129	359
	49	129	365
	50	130	371
	51	130	378

MOVES: Agility, Hydro Pump, BubbleBeam, Twister, Dragon Dance, Brine
ABILITIES: Poison Point, Sniper

Starmie — Water / Psychic / Gender ?



	Lv	HP	Exp.
0	43	110	104
	44	112	106
	45	114	108
	46	116	110
	47	118	112
	48	120	114
	49	122	116
	50	124	118
	51	125	120

MOVES: Confuse Ray, Recover, Rapid Spin, Swift, Water Gun
ABILITIES: Illuminate, Natural Cure

Horsea — Water



	Lv	HP	Exp.
5	11	70	108
	12	73	113
	13	75	118
	14	77	124
	15	79	129
	16	81	135
	17	83	140
	18	85	145
	19	87	151

MOVES: BubbleBeam, Bubble, Focus Energy, SmokeScreen, Water Gun, Leer
ABILITIES: Swift Swim, Sniper

Tentacruel — Water / Poison



	Lv	HP	Exp.
0	43	118	410
	44	119	418
	45	119	426
	46	120	434
	47	120	442
	48	121	450
	49	121	458
	50	122	466
	51	122	474

MOVES: Screech, Water Pulse, Hydro Pump, BubbleBeam, Poison Jab, Poison Sting
ABILITIES: Liquid Ooze, Clear Body

Qwilfish — Water / Poison



	Lv	HP	Exp.
4	43	128	426
	44	129	434
	45	130	442
	46	131	451
	47	132	459
	48	133	467
	49	134	475
	50	135	483
	51	135	492

MOVES: Pin Missile, Rollout, Poison Jab, Poison Sting, Brine, Take Down, Aqua Tail, Revenge
ABILITIES: Swift Swim, Poison Point

Slowking — Water / Psychic



	Lv	HP	Exp.
0	43	108	442
	44	109	450
	45	110	459
	46	111	467
	47	112	476
	48	113	484
	49	114	493
	50	115	501
	51	115	510

MOVES: Water Pulse, Confusion, Psychic, Zen Headbutt, Headbutt, Swag, Disable, Yawn
ABILITIES: Oblivious, Own Tempo

Slowbro — Water / Psychic



	Lv	HP	Exp.
0	43	108	338
	44	109	344
	45	110	351
	46	111	357
	47	112	364
	48	113	370
	49	114	377
	50	115	383
	51	115	390

MOVES: Water Pulse, Psychic, Zen Headbutt, Headbutt, Disable, Yawn, Water Gun
ABILITIES: Oblivious, Own Tempo

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Pokémon Dungeon Breakdown

	B13F ♂	B13F ♀	B14F ♂	B14F ♀	B15F ♂	B15F ♀	B16F ♂	B16F ♀	B17F ♂	B17F ♀	B18F ♂	B18F ♀	B19F ♂	B19F ♀	B20F ♂	B20F ♀	B21F ♂	B21F ♀	B22F ♂	B22F ♀	B23F ♂	B23F ♀	B24F ♂	B24F ♀
Light	2		2		2		2		2		2		2		2		2		2		2		2	
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5	
Terrain	Water		Water		Water		Water		Water		Water		Water		Water		Water		Water		Water		Water	
Gyarados	Lv44 ▶				Lv45 ▶										Lv46 ▶									
Kingdra	Lv46 ▶				Lv47 ▶										Lv48 ▶									
Finneon	Lv13 ▶				Lv14 ▶										Lv15 ▶									
Remoraid	Lv28 ▶				Lv29 ▶										Lv30 ▶									
Clamperl	Lv17 ▶				Lv18 ▶										Lv19 ▶									
Wailmer	Lv13 ▶				Lv14 ▶										Lv15 ▶									
Octillery	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Seadra	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Starmie	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Horsea	Lv13 ▶				Lv14 ▶										Lv15 ▶									
Tentacruel	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Qwilfish	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Slowking	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Slowbro	Lv45 ▶				Lv46 ▶										Lv47 ▶									
Lapras																	Lv46 ▶							
Wailord																								
Kyogre (*1)																								

*1— Does not appear if already recruited

Dungeon Pokémon Data

Lapras — Water / Ice



Lv	46	47
HP	122	124
Exp.	511	520

MOVES: Perish Song, Sing, Water Pulse, Ice Beam, Rain Dance, Brine ABILITIES: Water Absorb, Shell Armor

Wailord — Water



Lv	48
HP	167
Exp.	872

MOVES: Rollout, Water Pulse, Astonish, Dive, Brine, Water Spout, Whirlpool ABILITIES: Oblivious, Water Veil

Kyogre (*2) — Water / Gender ?



Lv	49
HP	?
Exp.	0

MOVES: AncientPower, Water Pulse, Hydro Pump, Ice Beam, Stomp, Scary Face, Meditate ABILITY: Rain Dance

*2— 50% chance to recruit if defeated

Pokémon To Watch For



Tentacruel — B1—B49F

The bane of Grass-type Pokémon

Tentacruel's Poison Jab is powerful enough to knock out Grass-type Pokémon in one hit. So if you come across it, defeat it in one turn. Qwilfish from B30F onward are also able to use Poison Jab.



Be careful if you use moves like Absorb on Tentacruel, you'll actually take damage.

B21—B26F

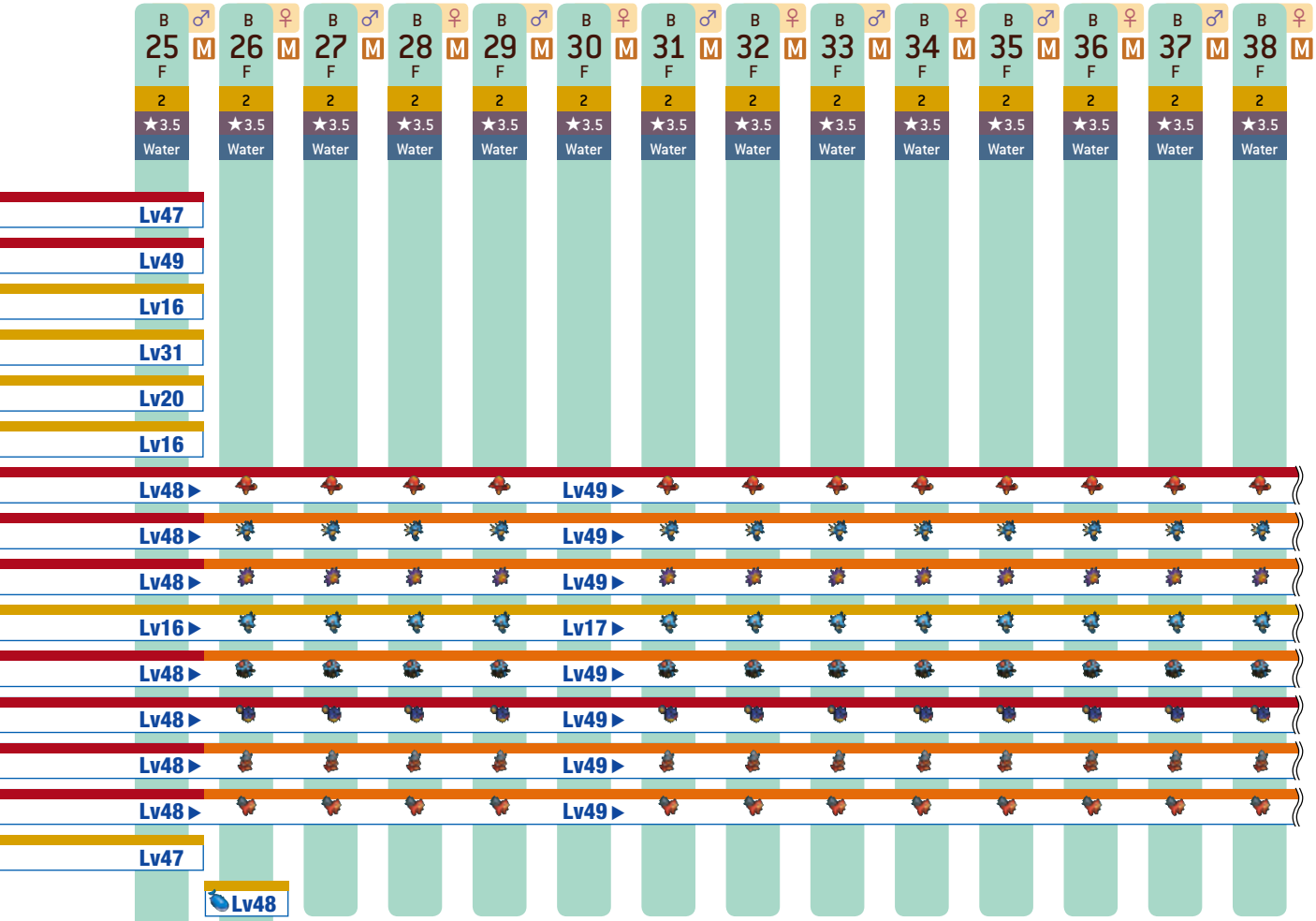
Rare Pokémon could appear

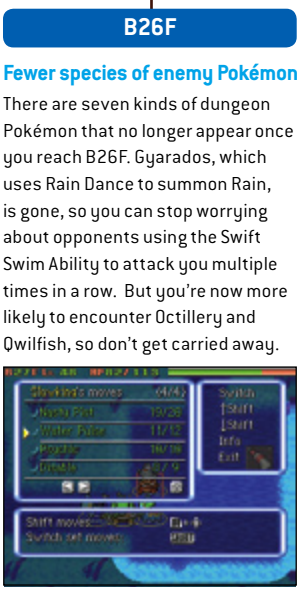
Lapras occasionally appears on B21—B25F, and so does Wailord on B26F. If you want to recruit them, fully explore each floor. It's easier if you have an item that can pinpoint foes' location. But since Wailord is so hard to recruit, you're better off getting the Aqua-Monica first and then coming back.



When held by the team leader, the Aqua-Monica makes Water-type Pokémon easier to recruit.

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Foes with the Storm Drain Ability will also stop appearing, so you can use Water-type moves again.

B26F

Fewer species of enemy Pokémon

There are seven kinds of dungeon Pokémon that no longer appear once you reach B26F. Gyarados, which uses Rain Dance to summon Rain, is gone, so you can stop worrying about opponents using the Swift Swim Ability to attack you multiple times in a row. But you're now more likely to encounter Octillery and Qwilfish, so don't get carried away.

Obtainable Items

Bottomless Sea
Sticky Yes

Equipment

Name	Floor	Shop
Def. Scarf	B1F–B48F	—
Gaggle Specs	B1F–B48F	—
Joy Ribbon	B1F–B48F	—
No-Slip Cap	B1F–B48F	—
No-Stick Cap	B1F–B48F	—
Racket Band	B1F–B48F	—
Sneak Scarf	B1F–B48F	—
Special Band	B1F–B48F	—
Twist Band	B1F–B48F	—
Zinc Band	B1F–B48F	—

Throwing Items

Name	Floor	Shop
Gravelerock	B1–B48F	—

Food

Name	Floor	Shop
Apple	B1–B48F	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	B1–B48F	—
Cheri Berry	B1–B48F	—
Doom Seed	B1–B48F	—
Dough Seed	B1–B48F	—
Dropeye Seed	B1–B48F	—
Oran Berry	B1–B48F	—
Oren Berry	B1–B48F	—
Pecha Berry	B1–B48F	—
Quick Seed	B1–B48F	—
Rawst Berry	B1–B48F	—
Reviser Seed	B1–B48F	—
Sleep Seed	B1–B48F	—
Slip Seed	B1–B48F	—
Via Seed	B1–B48F	—
X-Eye Seed	B1–B48F	—

Health Drinks

Name	Floor	Shop
Max Elixir	B1–B48F	—
Mix Elixir	B1–B48F	—

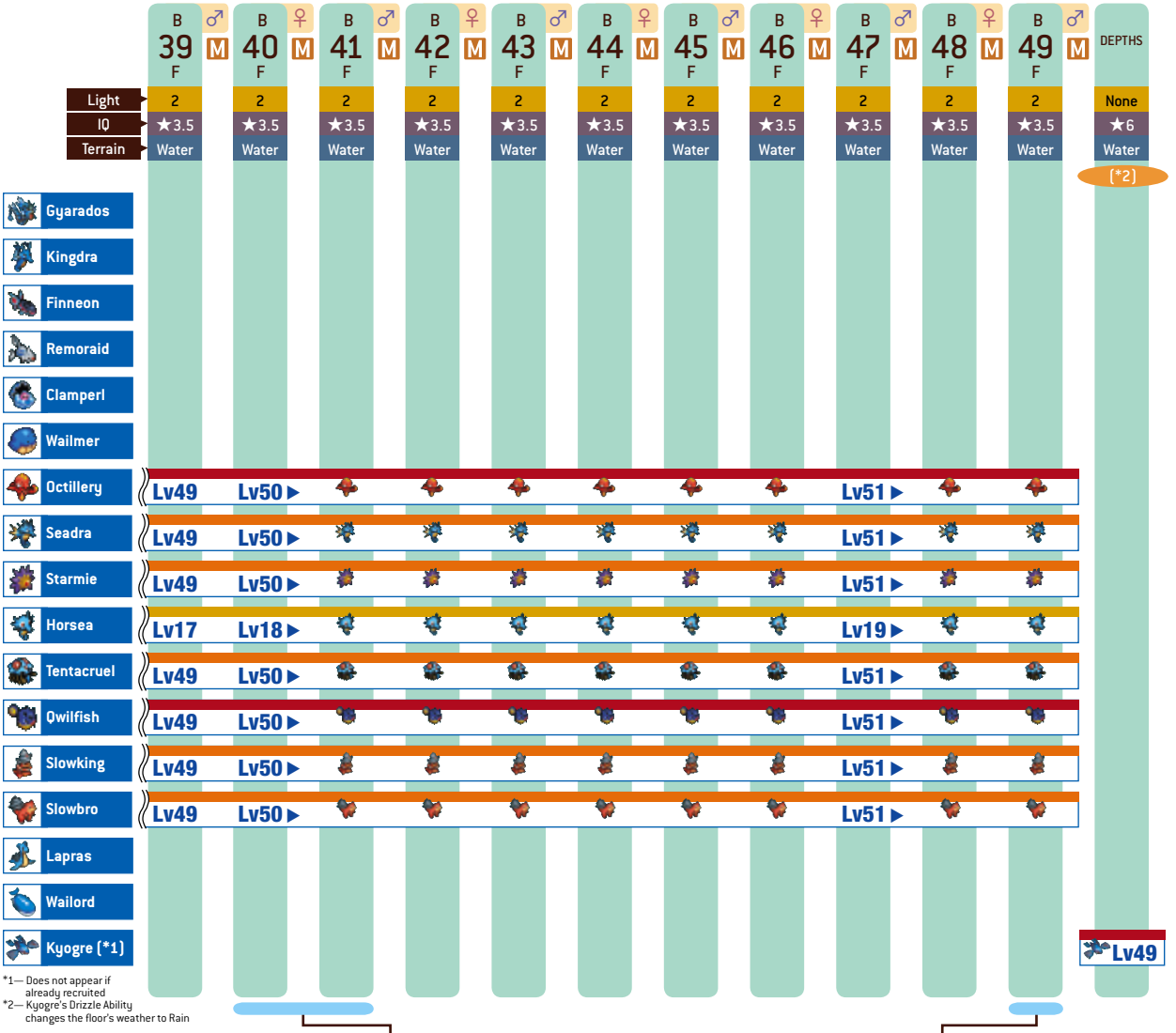
TMs

Name	Floor	Shop
Aerial Ace	All Floors	—
Attract	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Embargo	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
X-Scissor	All Floors	—

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Pokémon Dungeon Breakdown



*1— Does not appear if already recruited
*2— Kyogre's Drizzle Ability changes the floor's weather to Rain

Look out for a giant room in the center of the floor

These floors have a huge room at their center. Once you're in those rooms, you could be attacked from 10 squares away and not even see it coming. Keep an eye on the floor map and if you see a red dot in the room, head for a corridor or attack the enemy first with a long-range move.



Being in the same room as Octillery or Qwilfish can be hazardous. Take action right away.

A TM smorgasboard

TMs are the only items on B49F. Search the entire floor to collect them all. If you see anything but TMs inside a room, that means you've found a Monster House.



Obtainable Items

Bottomless Sea
Sticky Yes

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	B1–B48F	—
Blowback Orb	B1–B48F	—
Cleanse Orb	B1–B48F	—
Escape Orb	B1–B48F	—
Evasion Orb	B1–B48F	—
Foe-Fear Orb	B1–B48F	—
Foe-Seal Orb	B1–B48F	—
Hurl Orb	B1–B48F	—
Petrify Orb	B1–B48F	—
Pounce Orb	B1–B48F	—
Radar Orb	B1–B48F	—
Rebound Orb	B1–B48F	—
Rollcall Orb	B1–B48F	—
Scanner Orb	B1–B48F	—
Switcher Orb	B1–B48F	—
Trapbust Orb	B1–B48F	—
Trawl Orb	B1–B48F	—
Warp Orb	B1–B48F	—

Poké

Name	Floor	Shop
Poké	B1F–B48F	—

Other

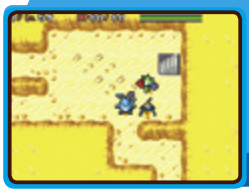
Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon
Aqua-Monica

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Pitfall Trap	B10–B49F
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 53

Shimmer Desert

Total 10 F

Replayable Y

You'll encounter Sandstorm or Sunny weather on some of this desert dungeon's floors. More than half of your opponents here are Ground-type Pokémon.

How to Unlock	Accept a special assignment
Initial Goal	Defeat Groudon in Shimmer Desert Pit (10F) and obtain the Terra Cymbal
Recommended Level	Lv50+

Special Rules	–

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Traps

Prep Guard Against Foes' Weather-based Advantages

Many of the Pokémon here have an Ability that increases their evasiveness during a Sandstorm. Use sure-hit moves or bring a teammate that can either change the weather or prevent weather changes in the first place. You'll also want to have moves, seeds, or berries to stop foes in their tracks.



Here's a tip: bring Water-type Pokémon who can use Rain Dance to bring on Rain weather.

Tip Don't Bother Exploring in Depth

Most items in this dungeon are throwing items or Poké. You don't have to explore every corner of each floor, so take the stairs as soon as you find them. Many of the traps here are a nuisance, too, so don't wander around rooms too much.



Most foes will attack you once they're within 2 squares of you. Attack them from a distance if you can.

Boss ▸▸ Shimmer Desert Pit (10F)

Either change the weather or immobilize Groudon

Groudon

Groudon mainly uses Earthquake and Fire Blast, and Bulk Up to increase its Attack and Defense. Its Ability gives the floor Sunny weather, so battling it is tough when Fire Blast does enormous damage. If you can use Rain Dance, change the weather to Rain and hit Groudon with Water-type moves. If you can't change the weather, immobilize Groudon before you battle it.



Changing the floor's weather to Rain will increase damage from Water-type moves and decrease the damage from Fire Blast.



Dungeon Pokémon Data

Ekans — Poison



	Lv	HP	Exp.
	16	70	142
	17	72	148

MOVES: Screech, Poison Sting, Bite, Glare, Wrap **ABILITIES:** Intimidate, Shed Skin

Sandshrew — Ground



	Lv	HP	Exp.
	20	70	217
	21	73	225

MOVES: Fury Swipes, Rollout, Poison Sting, Swift, Sand-Attack **ABILITY:** Sand Veil

Diglett — Ground



	Lv	HP	Exp.
	12	33	54
	13	36	57

MOVES: Magnitude, Astonish, Slash, Sand-Attack **ABILITIES:** Sand Veil, Arena Trap

Rhyperior — Ground / Rock



	Lv	HP	Exp.
	49	121	585
	50	122	595

MOVES: Horn Drill, Rock Blast, Fury Attack , Earthquake **ABILITIES:** LightningRod, Solid Rock

Arbok — Poison



	Lv	HP	Exp.
	48	148	541
	49	148	551

MOVES: Screech, Mud Bomb, Acid, Poison Sting, Gastro Acid **ABILITIES:** Intimidate, Shed Skin

Sandslash — Ground



	Lv	HP	Exp.
	42	107	392
	43	108	400

MOVES: Fury Swipes, Rollout, Fury Cutter, Slash, Crush Claw **ABILITY:** Sand Veil

Nidoking — Poison / Ground ♂ only



	Lv	HP	Exp.
	42	115	423
	43	117	431

MOVES: Earth Power, Double Kick, Poison Sting, Focus Energy, Peck **ABILITY:** Poison Point

Groudon (*3) — Ground / Gender ?



	Lv	HP	Exp.
	49	?	0

MOVES: Earthquake, AncientPower, Slash, Fire Blast, Scary Face, Bulk Up **ABILITY:** Drought

*3— 50% chance to recruit if defeated

Sudowoodo — Rock



	Lv	HP	Exp.
	42	97	178
	43	97	182

MOVES: Sucker Punch, Rock Tomb, Rock Slide, Mimic, Wood Hammer, Low Kick, Flail

Dugtrio — Ground



	Lv	HP	Exp.
	42	107	163
	43	108	166

MOVES: Magnitude, Earth Power, Sucker Punch, Mud Bomb, Slash **ABILITY:** Sand Veil

Garchomp — Dragon / Ground



	Lv	HP	Exp.
	45	127	577
	46	128	588

MOVES: Sandstorm, Slash, Dig, Dragon Rage, Dragon Claw **ABILITY:** Sand Veil

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Pokémon Dungeon Breakdown

	1 F	M	2 F	M	3 F	M	4 F	M	5 F	M	6 F	M	7 F	M	8 F	M	9 F	M	PIT
Light	None		None		None		None		None		None		None		None		None		None
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★6
Terrain	Sand		Sand		Sand		Sand		Sand		Sand		Sand		Sand		Sand		Sand
	Sunny				Sandstorm						Sunny						Sandstorm		(*2)
Ekans	Lv16 ▶										Lv17 ▶								
Arbok	Lv48 ▶										Lv49 ▶								
Sudowoodo	Lv42 ▶										Lv43 ▶								
Sandshrew	Lv20 ▶										Lv21 ▶								
Sandslash	Lv42 ▶										Lv43 ▶								
Dugtrio	Lv42 ▶										Lv43 ▶								
Diglett	Lv12 ▶										Lv13 ▶								
Nidoking	Lv42 ▶										Lv43 ▶								
Garchomp					Lv45 ▶						Lv46 ▶								
Rhyperior									Lv49		Lv50 ▶								
Groudon (*1)																			Lv49

*1— Does not appear if recruited
*2— Groudon's Drought Ability changes floor weather to Sunny

4, 6, 8—9F

Pokémon To Watch For

Sandslash 1—9F
A dangerous foe to approach

Sandslash can appear on any floor and has tough moves like Fury Swipes and Rollout. Rollout is a Rock-type move that does big damage to Flying- or Bug-type Pokémon. It's best to hit Sandslash from afar, defeating it before it can attack.

Dugtrio 1—9F
Can attack from a distance

Nidoking 1—9F
Look out for Earth Power, starting on 6F

From 1F onward, Dugtrio can use Earth Power to attack from a distance, and Nidoking can do the same from 6F onward. If you're in the same room with them, either hit them with a long-range move right away, or leave the room and lure them into a corridor.

Unique floor layouts

A corridor encircles the central rooms on 4F and 6F, but the rooms on 8F and 9F are on the outer perimeter. Keep this in mind and you'll have no problem finding rooms without getting lost. Also, 8F is much more likely to have a Monster House. If you see an item there that doesn't appear in Shimmer Desert, the room is a Monster House.



On 4F and 6F, head for the center of the floor. On 8F and 9F, head for the outer edges of the floor.



The floors are bright and visibility is good, so you can easily see into a room from the corridor and spot any items.



Obtainable Items

Sticky: Yes

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Silver Spike	All Floors	—

Food

Name	Floor	Shop
Gravelyrock	All Floors	—
Grimy Food	All Floors	—

Gummis

Name	Floor	Shop
Brown Gummi	All Floors	—
Gold Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Purple Gummi	All Floors	—
Yellow Gummi	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon
Terra Cymbal

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 54

Mt. Avalanche

Total 20 F

Replayable: Y

This dungeon is located amid frigid mountains, so there are many Ice-type Pokémon and some snowy floors. Defeat Articuno on Mt. Avalanche Peak, and you'll be rewarded with the Icy Flute.

How to Unlock	Accept a special mission
Initial Goal	Defeat Articuno on the Peak (20F) and obtain the Icy Flute
Recommended Level	Lv48+

Special Rules	–

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Water, Wonder Tile, Traps

Tip Use Pokémon Who Can Cross Water Terrain

This dungeon includes rooms divided by waterways, so exploration is easier if all the Pokémon in your team can cross water, like an all-Water-type Pokémon team. The dungeon Pokémon are mainly Ice-types, so it's to your advantage to prepare Rock- or Steel-type moves.

Although the dungeon doesn't have many floors, each floor is quite large. Bring extra food and Max Elixirs in case you have trouble finding the stairs. The Max Elixirs are particularly important, since you're not likely to find them in the dungeon.



You'll often find rooms with maze-like waterways, or ones divided in half by water.



Foes can use moves like BubbleBeam to hit you from afar. Use your own long-range moves to counterattack.

Boss ▸▸ Mt. Avalanche Peak (20F)

Has a move that can hit multiple Pokémon, but rarely uses it

Articuno

Articuno uses Agility to raise its movement rate, then attacks with moves like Ice Beam or AncientPower that only hit one Pokémon at a time. Since only one Pokémon is targeted each round, you can win the fight by simply battling and restoring your teammate's HP. Articuno doesn't often use Powder Snow, a move that hits all enemy Pokémon in the room, but immobilize it if it does.





Powder Snow affects all the Pokémon in a room and could be devastating, but it's more likely that Articuno won't use the move at all.



Articuno can't be put to Sleep. If you want to immobilize it, give it another status, such as Confused.

Dungeon Pokémon Data

Armaldo — Rock / Bug

	Lv	HP	Exp.
♀	42	112	596
	43	115	608
	44	117	620
	45	119	631

MOVES: Fury Cutter, AncientPower, Metal Claw, Protect, Water Gun

Empoleon — Water / Steel

	Lv	HP	Exp.
♀	45	124	588
	46	125	599
	47	126	610
	48	127	621

MOVES: Fury Attack, BubbleBeam, Bubble, Aqua Jet
ABILITY: Torrent

Zangoose — Normal

	Lv	HP	Exp.
♀	42	138	581
	43	140	592
	44	142	604
	45	144	615

MOVES: False Swipe, Fury Cutter, Quick Attack, Slash, Crush Claw, Detect

Swablu — Normal / Flying

	Lv	HP	Exp.
♀	11	69	214
	12	70	224
	13	72	235
	14	73	246

MOVES: Fury Attack, Sing, Astonish, Peck
ABILITY: Natural Cure

Piloswine — Ice / Ground

	Lv	HP	Exp.
♀	41	99	390
	42	101	397
	43	103	405
	44	105	413

MOVES: Earthquake, Powder Snow, Fury Attack, AncientPower, Icy Wind

Slaking — Normal

	Lv	HP	Exp.
♀	45	124	610
	46	125	621
	47	126	632
	48	127	644

MOVES: Swagger, Yawn, Slack Off, Covet, Counter
ABILITY: Truant

Altaria — Dragon / Flying

	Lv	HP	Exp.
♀	42	117	530
	43	117	540
	44	118	551
	45	118	561

MOVES: Fury Attack, Peck, Sing, Dragon Breath, Astonish

Delibird — Ice / Flying

	Lv	HP	Exp.
♀	41	135	560
	42	136	571
	43	137	582
	44	138	593

MOVES: Present
ABILITIES: Hustle, Vital Spirit

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Pokémon Dungeon Breakdown

	1 F ♂ M	2 F ♀ M	3 F ♂ M	4 F ♀ M	5 F ♂ M	6 F ♀ M	7 F ♂ M	8 F ♀ M	9 F ♂ M	10 F ♀ M
Light	None	None	None	None	None	None	None	None	None	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
		Snow	Cloudy	Snow	Cloudy	Snow			Cloudy	
Armaldo	Lv42 ▶					Lv43 ▶				Lv44 ▶
Piloswine	Lv41 ▶					Lv42 ▶				Lv43 ▶
Empoleon	Lv45 ▶					Lv46 ▶				Lv47 ▶
Slaking	Lv45 ▶					Lv46 ▶				Lv47 ▶
Zangoose	Lv42 ▶					Lv43 ▶				Lv44 ▶
Altaria	Lv42 ▶					Lv43 ▶				Lv44 ▶
Swablu	Lv11 ▶					Lv12 ▶				Lv13 ▶
Delibird	Lv41 ▶					Lv42 ▶				Lv43 ▶
Slakoth	Lv15 ▶					Lv16 ▶				Lv17 ▶
Sneasel	Lv12 ▶					Lv13 ▶				Lv14 ▶
Nosepass	Lv42 ▶					Lv43 ▶				Lv44 ▶
Prinplup	Lv42 ▶					Lv43 ▶				Lv44 ▶
Piplup	Lv5 ▶					Lv6 ▶				Lv7 ▶
Weavile	Lv42 ▶					Lv43 ▶				Lv44 ▶
Marill	Lv40 ▶					Lv41 ▶				Lv42 ▶
Azumarill	Lv45 ▶					Lv46 ▶				Lv47 ▶
Mamoswine	Lv42 ▶					Lv43 ▶				Lv44 ▶
Smoochum	Lv17 ▶					Lv18 ▶				Lv19 ▶
Vigoroth	Lv41 ▶					Lv42 ▶				Lv43 ▶
Snorunt	Lv14 ▶					Lv15 ▶				Lv16 ▶
Jynx	Lv42 ▶					Lv43 ▶				Lv44 ▶
Azurill	Lv11 ▶					Lv12 ▶				Lv13 ▶
Golduck										
Articuno (*1)										

*1— Does not appear once recruited

2, 4, 6F

Some floors have snowy weather

The weather on 2, 4, and 6F will always be Snow. Remember that this increases the movement rate of Ice-type Pokémon on these floors: if you wait your turn when the foe is still a square away, it'll get the first attack.



Snow weather also increases the evasiveness of Piloswine and Mamoswine, which have the Snow Cloak Ability.

Dungeon Pokémon Data

Slakoth — Normal

Lv	15	16	17	18
HP	73	74	76	77
Exp.	208	217	226	234

MOVES: Yawn, Slack Off, Encore, Slash
ABILITY: Truant

Sneasel — Dark / Ice

Lv	12	13	14	15
HP	54	56	58	60
Exp.	8	8	9	9

MOVES: Screech, Quick Attack, Faint Attack
ABILITY: Inner Focus

Nosepass — Rock

Lv	42	43	44	45
HP	106	107	108	109
Exp.	336	343	349	356

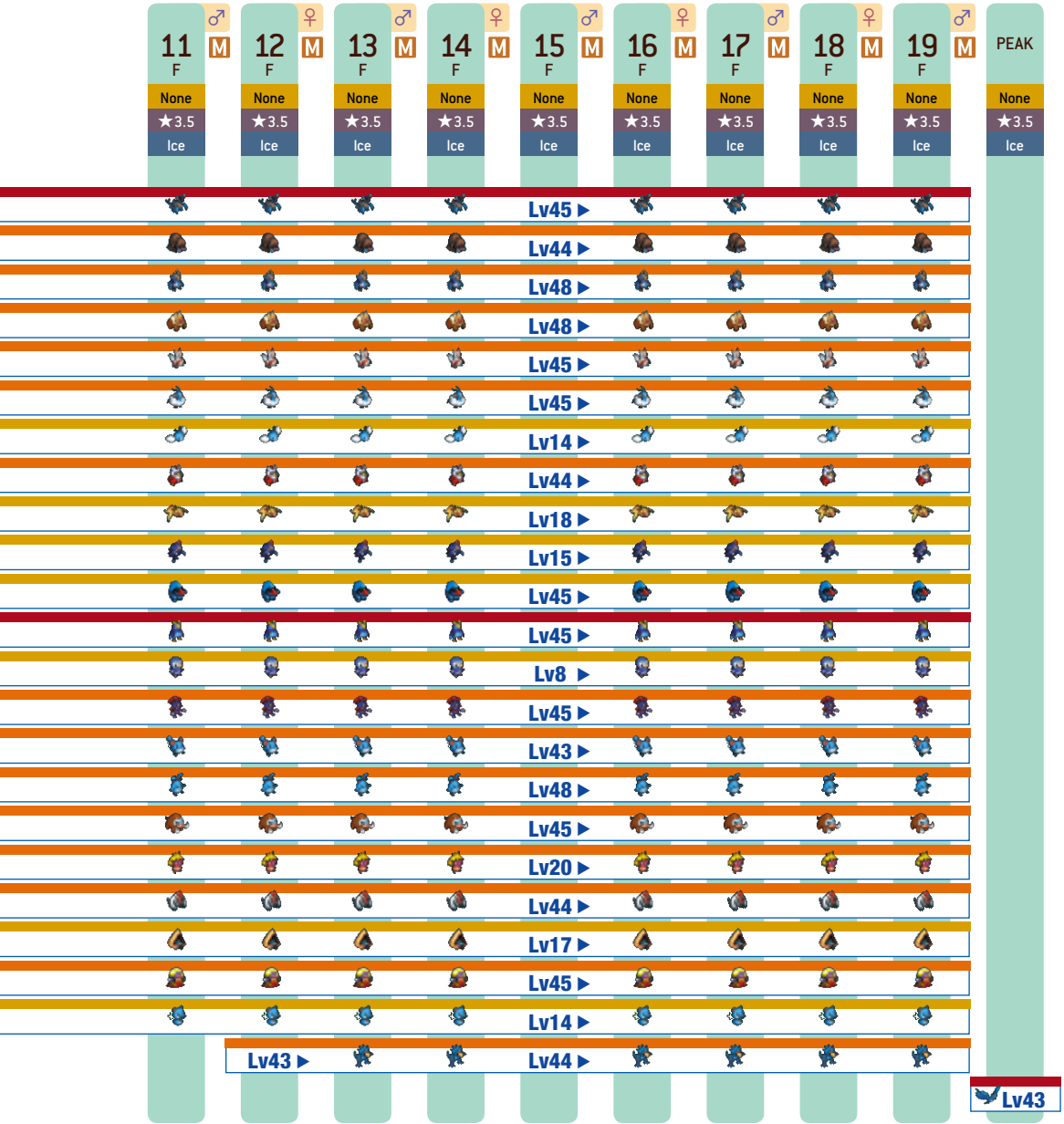
MOVES: Sandstorm, Rock Slide, Tackle, Rock Throw **ABILITY:** Magnet Pull

Prinplup — Water

Lv	42	43	44	45
HP	121	122	123	124
Exp.	158	161	164	167

MOVES: Fury Attack, BubbleBeam, Bubble, Brine
ABILITY: Torrent

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Dungeon Pokémon Data

Piplup — Water

Lv	5	6	7	8
HP	35	38	41	44
Exp.	9	10	11	11

MOVES: Bubble, Pound, Growl
ABILITY: Torrent

Weavile — Dark / Ice

Lv	42	43	44	45
HP	104	105	106	107
Exp.	479	488	498	507

MOVES: Fury Attack, Screech, Icy Wind
ABILITY: Pressure

Marill — Water

Lv	40	41	42	43
HP	61	61	62	62
Exp.	426	435	443	452

MOVES: Rollout, Hydro Pump, Rain Dance
ABILITY: Thick Fat

Azumarill — Water

Lv	45	46	47	48
HP	63	64	64	65
Exp.	459	467	476	484

MOVES: Rollout, BubbleBeam, Rain Dance
ABILITY: Thick Fat

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Mamoswine
Ice / Ground



Lv	42	43	44	45
HP	116	118	120	122
Exp.	561	572	583	594

MOVES: Earthquake, Powder Snow, Double Hit, AncientPower **ABILITY:** Snow Cloak

Smoochum
Ice / Psychic / ♀ only



Lv	17	18	19	20
HP	75	77	79	81
Exp.	330	342	355	368

MOVES: Powder Snow, Sing, Psychic, Lick
ABILITY: Forewarn

Vigoroth
Normal



Lv	41	42	43	44
HP	123	124	125	126
Exp.	560	571	582	593

MOVES: Fury Swipes, Slash, Bide, Focus Punch
ABILITY: Vital Spirit

Snorunt
Ice



Lv	14	15	16	17
HP	50	51	52	53
Exp.	223	232	242	252

MOVES: Powder Snow, Icy Wind, Bite
ABILITY: Inner Focus

Jynx
Ice / Psychic / ♀ only



Lv	42	43	44	45
HP	132	133	134	135
Exp.	377	384	392	399

MOVES: Powder Snow, Double Slap, Lovely Kiss, Stomp
ABILITY: Forewarn

Azurill
Normal



Lv	11	12	13	14
HP	32	33	34	35
Exp.	254	266	279	292

MOVES: Bubble, Charm, Tail Whip
ABILITIES: Huge Power, Thick Fat

Golduck
Water



Lv	43	44
HP	120	121
Exp.	582	593

MOVES: Fury Swipes, Screech, Water Pulse, Aqua Jet

Articuno (*1)
Ice / Flying / Gender ?



Lv	43
HP	?
Exp.	0

MOVES: Powder Snow, AncientPower, Ice Beam
ABILITY: Pressure

*1— 50% chance to recruit if defeated

Pokémon To Watch For



Empoleon — 1—19F
Has high all-around stats



Prinplup — 1—19F
Dangerous foe if you can't get a one-hit KO

These Pokémon are hard to defeat in a single turn, thanks to their high stats. If you merely take out some of their HP, the Torrent Ability makes their next attack more powerful. Lower their HP from a distance with throwing items or moves, then hit them hard to knock them out.



Empoleon and Prinplup can use moves like BubbleBeam, so don't stand where they have a straight shot at you.

Obtainable Items

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
No-Slip Cap	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon
Icy Flute

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 55

Giant Volcano

Total 20 F

Replayable Y

Here, Fire-type foes wander around floors with pools of lava. It's far too dangerous to bring Pokémon teammates who aren't resistant to Fire-type moves.

How to Unlock	Accept special assignment
Initial Goal	Defeat Heatran on the Peak (20F) and obtain the Fiery Drum
Recommended Level	Lv52+

Special Rules	—

Special Rooms and Terrain			
Room	Monster House (All floors)		
Terrain	Lava	Wonder Tiles	Traps

Prep Pack a Lunch

There's no food or Max Elixirs in Giant Volcano, so bring some of each. Many of your opponents have powerful Fire-type moves, so take along teammates that are strong against such moves.



There's nothing here to fill your Belly. Bring your own food.

Tip Change the Weather to Rain

If your foes' Fire-type moves are getting you down, bring a teammate with a move or Ability that changes the floor's weather to Rain. Another good idea is to bring Rainy Orbs in case you hit Sunny weather.



Sunny weather on a floor means the enemy's Fire-type moves will do 1.5× the usual damage. That's just no fun.

Boss ▸▸ Giant Volcano Peak (20F)

Only one team member should stand next to it

Heatran

If you surround Heatran with your team, it can attack all of you at once with Lava Plume. So try this instead: one teammate battles Heatran up close, while the rest attack it from a distance. It's especially effective if your ally attacks with a Water-type move when the floor's weather has been changed to Rain. Note that Heatran can't be put to Sleep because of its Nonsleeper IQ Skill. If you want to immobilize it, use another status condition.



Heatran frequently uses Lava Plume, so your team shouldn't all stand around it.



Pokémon To Watch For

Numel 1—9F

It may be weak, but its Magnitude is powerful

Camerupt 1—19F

Uses Earth Power a lot

Numel and Camerupt mainly use moves like Magnitude or Earth Power, which can affect an entire room. Knock these two out as soon as you see them. However, Camerupt uses Earth Power even at a distance—if your moves can't reach it, use Wonder Orbs to at least halt any foes who are in the room with you.

Rapidash 1—19F

Many of its moves can be dangerous

Rapidash's stats are low, but its moves are strong. Use moves or items to prevent Rapidash from using Agility, especially if you're in a Monster House.



Halve Rapidash's HP and its Ability kicks in, making it Terrified.

Dungeon Pokémon Data

Chimchar — Fire

Lv	5	6
HP	44	47
Exp.	9	10

MOVES: Scratch, Leer

Torchic — Fire

Lv	5	6
HP	47	50
Exp.	2	3

MOVES: Scratch, Growl

Ponyta — Fire

Lv	17	18
HP	63	65
Exp.	228	237

MOVES: Flame Wheel, Ember, Tackle, Growl
ABILITY: Flash Fire

Numel — Fire / Ground

Lv	14	15
HP	66	68
Exp.	174	182

MOVES: Magnitude, Ember, Focus Energy, Tackle
ABILITY: Oblivious

Growlithe — Fire

Lv	16	17	18
HP	69	71	73
Exp.	165	171	178

MOVES: Ember, Bite, Helping Hand, Roar
ABILITIES: Flash Fire, Intimidate

Charmander — Fire

Lv	5	6	7
HP	44	47	50
Exp.	14	15	16

MOVES: Ember, Scratch, Growl
ABILITY: Blaze

Cyndaquil — Fire

Lv	5	6	7
HP	44	47	49
Exp.	11	12	12

MOVES: SmokeScreen, Tackle, Leer

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Pokémon Dungeon Breakdown

	1 ♂M / F	2 ♀M / F	3 ♂M / F	4 ♀M / F	5 ♂M / F	6 ♀M / F	7 ♂M / F	8 ♀M / F	9 ♂M / F	10 ♀M / F
Light	None	None	None	None	None	None	None	None	None	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
			Sunny		Sunny	Cloudy		Cloudy		Cloudy
Chimchar	Lv5 ▶					Lv6 ▶				
Torchic	Lv5 ▶					Lv6 ▶				
Ponyta	Lv17 ▶					Lv18 ▶				
Numel	Lv14 ▶					Lv15 ▶				
Growlithe	Lv16 ▶					Lv17 ▶				Lv18
Charmander	Lv5 ▶					Lv6 ▶				Lv7
Cyndaquil	Lv5 ▶					Lv6 ▶				Lv7
Slugma	Lv15 ▶					Lv16 ▶				Lv17
Arcanine	Lv48 ▶					Lv49 ▶				Lv50 ▶
Rapidash	Lv48 ▶					Lv49 ▶				Lv50 ▶
Camerupt	Lv46 ▶					Lv47 ▶				Lv48 ▶
Flareon	Lv49 ▶					Lv50 ▶				Lv51 ▶
Magcargo	Lv49 ▶					Lv50 ▶				Lv51 ▶
Quilava	Lv48 ▶					Lv49 ▶				Lv50 ▶
Monferno	Lv43 ▶					Lv44 ▶				Lv45 ▶
Charmeleon	Lv43 ▶					Lv44 ▶				Lv45 ▶
Combusken	Lv45 ▶					Lv46 ▶				Lv47 ▶
Moltres (*1)										Lv44
Heatran (*2)										

*1— Appears once Marine Resort becomes available
*2— Will not appear once recruited
*3— Gender (♂ or ♀) is randomly assigned

Dungeon Pokémon Data

Slugma — Fire



Lv	15	16	17
HP	61	63	65
Exp.	132	137	143

MOVES: Smog, Ember, Yawn, Rock Throw
ABILITY: Flame Body

Camerupt — Fire / Ground



Lv	46	47	48	49
HP	141	142	143	144
Exp.	434	442	450	458

MOVES: Magnitude, Earth Power, Earthquake, Lava Plume
ABILITY: Solid Rock

Quilava — Fire



Lv	48	49	50	51
HP	144	146	147	149
Exp.	216	220	224	228

MOVES: Rollout, Flamethrower, Lava Plume, Flame Wheel
ABILITY: Blaze

Combusken — Fire / Fighting



Lv	45	46	47	48
HP	133	134	135	136
Exp.	442	451	459	467

MOVES: Double Kick, Mirror Move, Slash, Quick Attack
ABILITY: Blaze

Arcanine — Fire



Lv	48	49	50	51
HP	147	148	149	149
Exp.	473	481	489	498

MOVES: ExtremeSpeed, Thunder Fang, Fire Fang, Roar
ABILITY: Flash Fire

Flareon — Fire



Lv	49	50	51	52
HP	126	127	128	129
Exp.	203	206	210	213

MOVES: Quick Attack, Fire Fang, Fire Spin
ABILITY: Flash Fire

Monferno — Fire / Fighting



Lv	43	44	45	46
HP	129	130	131	132
Exp.	161	164	167	170

MOVES: Fury Attack, Mach Punch, Truant, Close Combat
ABILITY: Blaze

Moltres — Fire / Flying / Gender ?



Lv	44
HP	146
Exp.	1086

MOVES: Agility, AncientPower, Flamethrower, Endure

Rapidash — Fire



Lv	48	49	50	51
HP	124	124	125	125
Exp.	530	539	548	558

MOVES: Fury Attack, Agility, Quick Attack, Poison Jab, Fire Blast

Magcargo — Fire / Rock



Lv	49	50	51	52
HP	137	138	138	139
Exp.	411	418	426	433

MOVES: AncientPower, Lava Plume, Stomp, Rock Slide, Recover

Charmeleon — Fire



Lv	43	44	45	46
HP	131	132	133	134
Exp.	218	222	226	231

MOVES: Flamethrower, Slash, Fire Fang, Ember
ABILITY: Blaze

Heatran (*4) — Fire / Steel

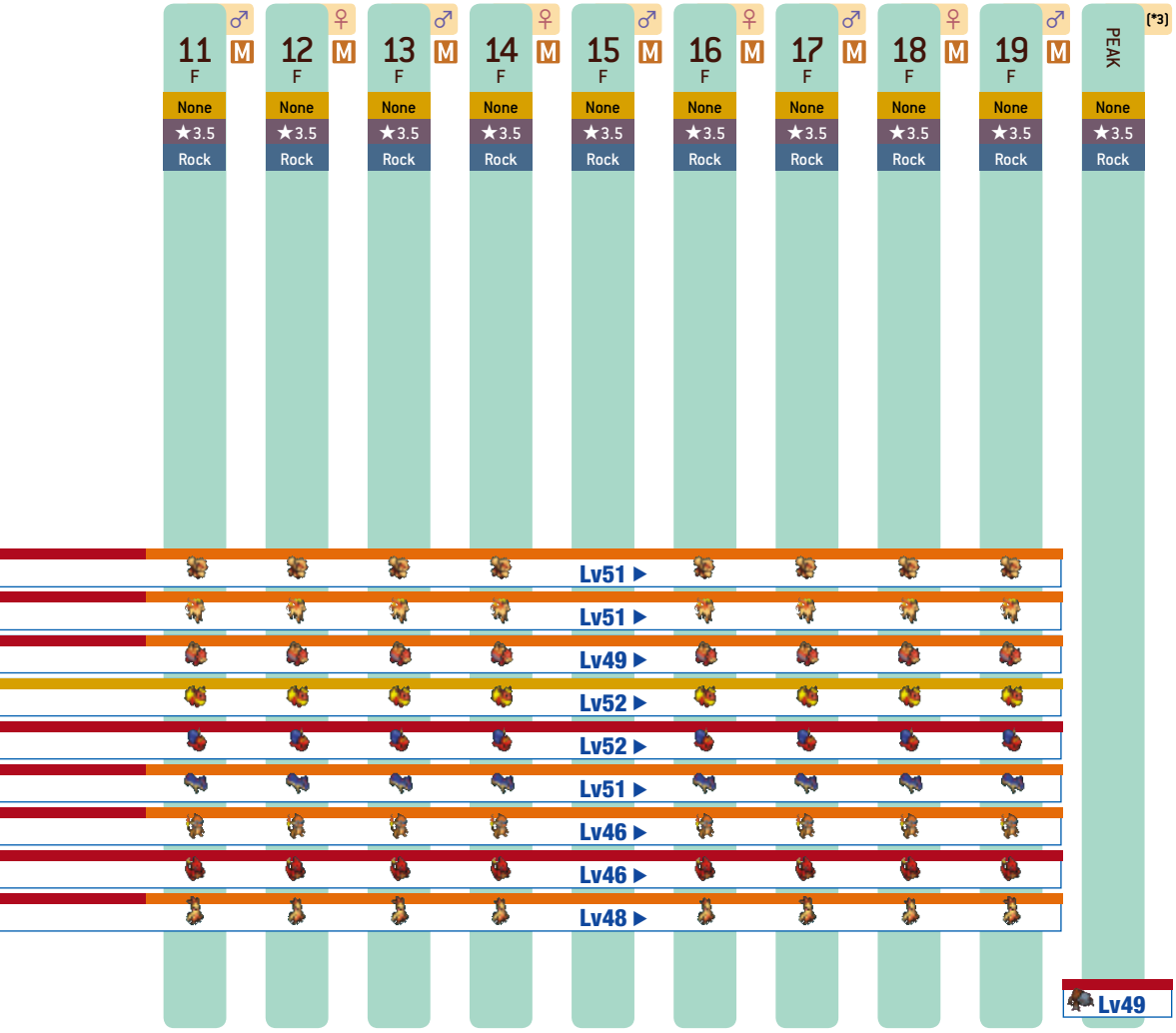


Lv	49
HP	?
Exp.	0

MOVES: AncientPower, Lava Plume, Fire Fang, Scary Face
ABILITY: Flash Fire

*4— 50% chance to recruit if defeated

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11F

No more weak opponents

From this floor onward, only high-level Pokémon will appear. There's a higher chance of encountering Camerupt or Quilava, both of whom use far-reaching moves, so check your foes' location on a map whenever you're in a room.



Visibility is good here. Even without the X-Ray Specs, you can easily spot foes on the screen.

Obtainable Items

Sticky: Yes

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Sneak Scarf	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Silver Spike	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon

Fiery Drum

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 56 World Abyss

Total 30 F

Replayable	Y

The terrain here will change starting on B16F. You'll find most of the same kinds of Pokémon as in Concealed Ruins, but Giratina is guarding the Rock Horn down on the final floor.

Special Rules	—

How to Unlock	Accept a special assignment
Initial Goal	Defeat Giratina in the Pit (B30F) and obtain the Rock Horn
Recommended Level	Lv50+

Special Rooms and Terrain

Room	Monster House (All floors)
Terrain	Water, Wonder Tiles, Traps

Tip Prepare for 30 Floors of Adventure

World Abyss has 30 floors, and each floor tends to be large. There's no food or Max Elixirs here, so bring extras and advance quickly to reduce the risk of running out of food. Look out for the moves like Earth Power or moves that cause explosions. Pick teammates resistant to Ground-type moves, or one who can prevent explosions by changing the floor weather to Rain.



You'll often run into Monster Houses, so bring Wonder Orbs to immobilize foes.



You can prevent explosions if it's Raining or if there is a Pokémon on the same floor with the Damp Ability.

Boss ▸▸ Pit (B30F)

Get out of the way if it uses Shadow Force

Giratina (Altered Forme)

Giratina's Shadow Force and Dragon Claw hit the target directly in front of it, but its Ominous Wind hits every target in the room. You can't put Giratina to Sleep, so use another method to immobilize it and attack. Shadow Force causes Giratina to disappear for a turn, then hit the foe in front of where it was standing. If your teammate is in Giratina's sights, switch its tactics to "Get away from here" so it can dodge Shadow Force.



If Giratina targets you with Shadow Force, you can avoid it if you move away.



Pokémon To Watch For

Nidoqueen B1—B29F

Look out for its Earth Power

From B6F onward, Nidoqueen repeatedly uses Earth Power on any targets in the room. It doesn't matter how far away you are, it uses Earth Power if you're in the same room. Either hit Nidoqueen with long-range moves or run into a corridor to lure it away.



It can use Earth Power in corridors too, so keep your HP high enough to endure the attack at least once.

Dungeon Pokémon Data

Taillow — Normal / Flying

	Lv	HP	Exp.
4	16	35	22
	17	36	23

MOVES: Quick Attack, Fury Attack, Wing Attack, Peck, Growl ABILITY: Guts

Murkrow — Dark / Flying

	Lv	HP	Exp.
4	22	80	235
	23	84	243
	24	88	250

MOVES: Night Shade, Astonish, Pursuit, Wing Attack, Peck ABILITIES: Super Luck, Insomnia

Pidgey — Normal / Flying

	Lv	HP	Exp.
5	42	82	45
	43	83	46
	44	84	47

MOVES: Tailwind, Agility, Quick Attack, Twister, Roost, Tackle, Wing Attack

Loudred — Normal

	Lv	HP	Exp.
0	42	114	499
	43	116	509
	44	118	519
	45	120	529

MOVES: Screech, Stomp, Bite, Astonish, Supersonic, Pound ABILITY: Soundproof

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Pokémon Dungeon Breakdown

	B1F ♂M	B2F ♀M	B3F ♂M	B4F ♀M	B5F ♂M	B6F ♀M	B7F ♂M	B8F ♀M	B9F ♂M	B10F ♀M	B11F ♂M	B12F ♀M
Light	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
Taillow	Lv16 ▶					Lv17 ▶						
Pidgey	Lv42 ▶					Lv43 ▶				Lv44		
Murkrow	Lv22 ▶					Lv23 ▶				Lv24 ▶		
Loudred	Lv42 ▶					Lv43 ▶				Lv44 ▶		
Voltorb	Lv13 ▶					Lv14 ▶				Lv15 ▶		
Poochyena	Lv15 ▶					Lv16 ▶				Lv17 ▶		
Pidgeotto	Lv43 ▶					Lv44 ▶				Lv45 ▶		
Nidoqueen	Lv42 ▶					Lv43 ▶				Lv44 ▶		
Umbreon	Lv45 ▶					Lv46 ▶				Lv47 ▶		
Weezing	Lv42 ▶					Lv43 ▶				Lv44 ▶		
Electrode	Lv42 ▶					Lv43 ▶				Lv44 ▶		
Delcatty								Lv47 ▶		Lv48 ▶		
Swellow									Lv43	Lv44 ▶		
Exploud												
Mightyena												
Pidgeot												
Giratina (*1) (Altered Forme)												

*1— Does not appear once recruited

B1—B10F

Some opponents use moves to boost movement rate

Up until B10F, you'll encounter two foes (Pidgey and Pidgeotto) who use Tailwind or Agility to increase movement rate. Using these moves inside a Monster House will boost the speed of all foes in the same room, and the next thing you know, you'll be surrounded. If you stumble into a Monster House, use a Wonder Orb to freeze your foes right away. Pidgey won't appear after B10F, but Pidgeotto will still appear up through B20F.



Normally, Pidgey is not a foe that inspires great fear. But inside a Monster House, it's a Pokémon that demands respect.

Dungeon Pokémon Data

Voltorb — Electric — Gender ?



Lv	13	14	15	16
HP	52	54	56	58
Exp.	127	133	139	145

MOVES: Rollout, Spark, Sonic Boom, Charge, Tackle **ABILITIES:** Static, Soundproof

Pidgeotto — Normal — Flying



Lv	43	44	45	46	47
HP	93	94	95	96	97
Exp.	197	201	205	209	212

MOVES: Tailwind, Agility, Quick Attack, Twister, Roost, Wing Attack, Gust

Umbreon — Dark



Lv	45	46	47	48	49	50
HP	122	123	124	125	126	127
Exp.	189	192	196	199	203	206

MOVES: Quick Attack, Confuse Ray, Helping Hand, Assurance, Pursuit, Faint Attack **ABILITY:** Synchronize

Electrode — Electric — Gender ?



Lv	42	43	44	45	46	47
HP	124	125	126	127	128	129
Exp.	530	540	551	561	572	582

MOVES: Rollout, Selfdestruct, Screech, Spark, Charge Beam **ABILITIES:** Static, Soundproof

Poochyena — Dark



Lv	15	16	17	18
HP	52	54	56	58
Exp.	91	95	98	102

MOVES: Bite, Tackle, Sand-Attack, Odor Sleuth, Howl **ABILITIES:** Quick Feet, Run Away

Nidoqueen — Poison — Ground — ♀ only



Lv	42	43	44	45	46	47
HP	121	123	125	127	129	131
Exp.	545	556	567	577	588	599

MOVES: Earth Power, Double Kick, Stomp, Poison Sting, Scratch **ABILITIES:** Poison Point, Rivalry

Weezing — Poison



Lv	42	43	44	45	46	47
HP	120	122	124	126	128	130
Exp.	387	395	402	410	418	425

MOVES: Explosion, Selfdestruct, Double Hit, Sludge, Smog, Assurance **ABILITY:** Levitate

Delcatty — Normal



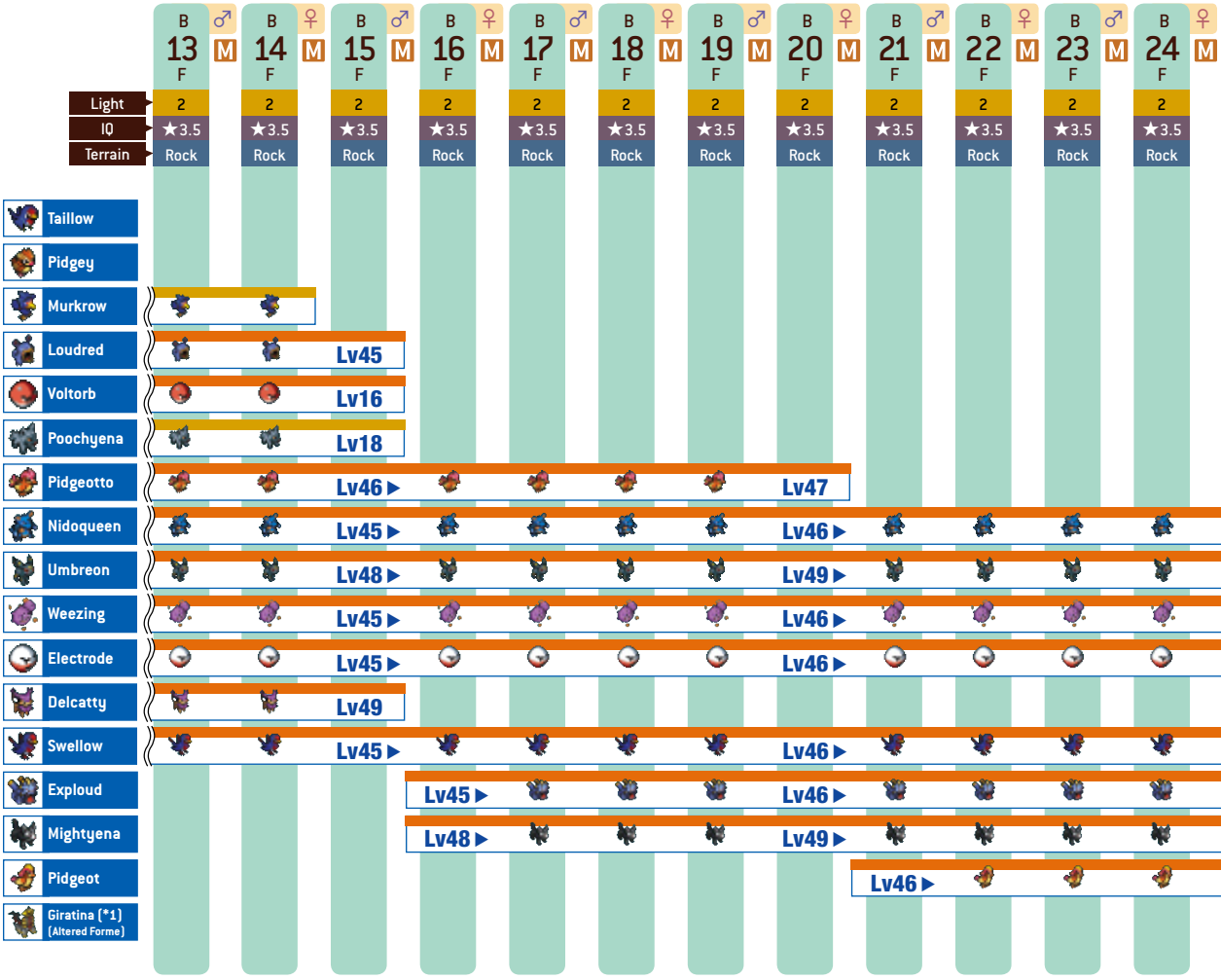
Lv	47	48	49
HP	133	134	135
Exp.	509	518	527

MOVES: Double Slap, Sing, Fake Out, Attract **ABILITIES:** Cute Charm, Normalize

CONTINUED ON P.261

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Pokémon Dungeon Breakdown



*1— Does not appear once recruited

Pokémon To Watch For



Weezing B1—B29F

Its Explosion move is deadly



Electrode B1—B29F

Can use Selfdestruct

Both of these Pokémon have explosive moves. If they head towards you and you can't do anything to prevent an explosion, use a powerful move to knock them out in a turn.



Weezing in particular will use Explosion to hit everyone in a 2-square radius.



Delcatty B8—B15F

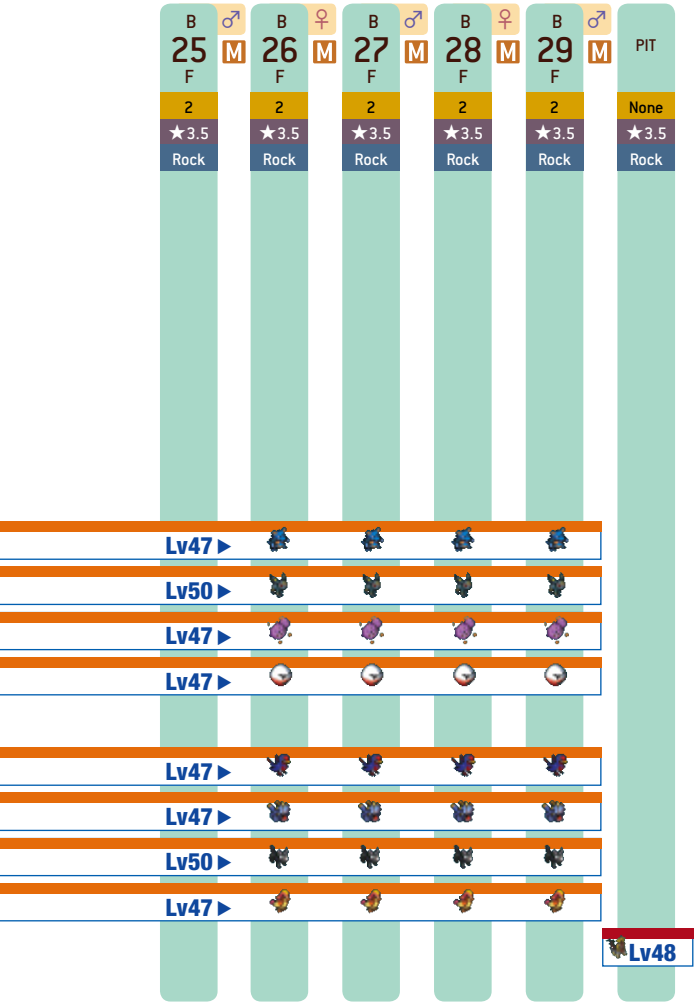
Adept at immobilizing foes

Delcatty uses Sing to put you to Sleep, and its Cute Charm Ability inflicts the Attract condition. Either attack Delcatty from far away before it can hit you with conditions, or team up on it.



The worst is when you can't move while being hit with DoubleSlap.

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Dungeon Pokémon Data

Swellow — Normal / Flying

Lv	43	44	45	46	47
HP	79	81	83	85	86
Exp.	119	121	124	126	128

MOVES: Pluck, Endeavor, Quick Attack, Aerial Ace, Wing Attack **ABILITY:** Guts

Pidgeot — Normal / Flying

Lv	46	47
HP	106	107
Exp.	500	509

MOVES: Agility, Quick Attack, Twister, Roost, Tackle, Wing Attack, Gust

Exploud — Normal

Lv	45	46	47
HP	120	122	124
Exp.	615	627	638

MOVES: Screech, Thunder Fang, Crunch, Stomp, Supersonic **ABILITY:** Soundproof

Giratina (Altered Forme) (*1) — Ghost / Dragon — Gender ?

Lv	48
HP	?
Exp.	0

MOVES: Ominous Wind, Shadow Dive, Dragon Claw, Dragon Breath **ABILITY:** Pressure

*1— 50% chance to recruit if defeated

Mightyena — Dark

Lv	48	49	50
HP	106	107	108
Exp.	552	562	572

MOVES: Bite, Swag, Embargo, Assurance, Taunt, Scary Face **ABILITIES:** Quick Feet, Intimidate

Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Silver Spike	All Floors	—

Seeds • Berries

Name	Floor	Shop
Cheri Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Reviser Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Via Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon
Rock Horn

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Dungeon 57

Sky Stairway

Total 50 F

Replayable	Y

This dungeon is located high in the clouds, where Flying- and Ghost-type Pokémon soar. Out of all the dungeons you unlock by accepting a special assignment, this is the only one that doesn't have Monster Houses.

How to Unlock	Accept a special assignment
Initial Goal	Defeat Rayquaza at the Apex (50F) and obtain the Sky Melodica
Recommended Level	Lv52+

Special Rules	—

Special Rooms and Terrain			
Room	—		
Terrain	Pit	Wonder Tiles	Traps

Tip Watch the Weather and the Walls

Sky Stairway has many floors, and exploring the large floors can be time-consuming. Bring along at least four food items, Max Elixirs, and Reviver Seeds. Be sure to learn moves that can hit opponents inside a wall, too, because many of the Pokémon here can pass through walls.

When you first start out, the floor weather is usually Fog or Cloudy, but by the end it's all Clear or Sunny weather. Be wary of Jumpluff and Tangrowth on Sunny floors, where they can attack you twice in a single turn.



There are no Monster Houses in this dungeon, so you don't have to bring Wonder Orbs that immobilize an entire room.



If a foe cuts through a wall and comes at you when you're in a corridor, use a move that can pass through walls.

Boss ▸▸ Sky Stairway Apex (50F)

Dodge the Fly move

Rayquaza

Rayquaza boosts its stats with Dragon Dance and attacks you with Bite or Fly. If it uses Fly and your teammate is in the square that Rayquaza was facing, have your teammate move so it can dodge the attack. But if your teammate used a move that hurt Rayquaza while it was in the air, it will turn to that teammate and attack. As long as you dodge Fly and restore your HP as necessary, you should be able to win the fight. That's even though it's hard to land a hit on Rayquaza and you can't score critical hits. On top of that, it's difficult to keep Rayquaza out of the battle, since it can quickly recover from any status conditions.



Moves with a low hit rate won't work on Rayquaza. Use moves with a high hit rate, even if they're less powerful.



Dungeon Pokémon Data

Gabite — Dragon / Ground



Lv	33	34	35
HP	121	122	122
Exp.	390	399	409

MOVES: Sandstorm, Slash, Dragon Claw
ABILITY: Sand Veil

Magnemite — Electric / Steel / Gender ?



Lv	12	13	14	15	16	17
HP	53	54	55	56	57	58
Exp.	138	145	151	158	165	171

MOVES: ThunderShock, Supersonic, Metal Sound, SonicBoom

Rhydon — Ground / Rock



Lv	33	34	35
HP	101	104	107
Exp.	499	511	523

MOVES: Rock Blast, Fury Attack, Take Down
ABILITY: LightningRod

Ambipom — Normal



Lv	42	43	44	45	46	47	48
HP	116	116	117	117	118	118	119
Exp.	402	410	418	426	434	441	450

MOVES: Fury Swipes, Double Hit, Screech, Agility

Gastly — Ghost / Poison



Lv	30	31	32	33
HP	85	86	87	88
Exp.	253	260	255	273

MOVES: Spite, Curse, Hypnosis, Shadow Ball, Sucker Punch

Skarmory — Steel / Flying



Lv	28	29	30	31	32	33	34	35	36
HP	86	90	94	97	100	103	106	109	112
Exp.	414	425	436	448	459	470	481	492	504

MOVES: Fury Swipes, Agility, Air Cutter, Steel Wing

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Pokémon Dungeon Breakdown

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	8 F ♀	9 F ♂	10 F ♀
Light	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
	Cloudy			Cloudy		Fog	Fog		Sunny	
Gabite	Lv33 ▶					Lv34 ▶				Lv35
Rhydon	Lv33 ▶					Lv34 ▶				Lv35
Gastly	Lv30 ▶					Lv31 ▶				Lv32 ▶
Magnemite	Lv12 ▶					Lv13 ▶				Lv14 ▶
Ambipom	Lv42 ▶					Lv43 ▶				Lv44 ▶
Skarmory	Lv28 ▶					Lv29 ▶				Lv30 ▶
Mothim	Lv33 ▶					Lv34 ▶				Lv35 ▶
Gliscor	Lv30 ▶					Lv31 ▶				Lv32 ▶
Shelgon	Lv30 ▶					Lv31 ▶				Lv32 ▶
Banette	Lv30 ▶					Lv31 ▶				Lv32 ▶
Probopass	Lv33 ▶					Lv34 ▶				Lv35 ▶
Claydol	Lv30 ▶					Lv31 ▶				Lv32 ▶
Steelix	Lv33 ▶					Lv34 ▶				Lv35 ▶
Forretress	Lv30 ▶					Lv31 ▶				Lv32 ▶
Muk	Lv30 ▶					Lv31 ▶				Lv32 ▶
Misdreavus	Lv30 ▶					Lv31 ▶				Lv32 ▶
Ditto	Lv28 ▶					Lv29 ▶				Lv30 ▶
Metang	Lv33 ▶					Lv34 ▶				Lv35 ▶
Tangrowth	Lv33 ▶					Lv34 ▶				Lv35 ▶
Duskull	Lv30 ▶					Lv31 ▶				Lv32 ▶
Raichu	Lv42 ▶					Lv43 ▶				Lv44 ▶
Leafeon	Lv33 ▶					Lv34 ▶				Lv35 ▶
Vulpix	Lv14 ▶					Lv15 ▶				Lv16 ▶
Jumpluff	Lv33 ▶					Lv34 ▶				Lv35 ▶
Togekiss					Lv28 ▶	Lv29 ▶				Lv30 ▶
Spiritomb							Lv50 ▶			Lv51 ▶
Haunter										
Mewtwo (*1)										
Magneton										
Gengar										
Drifloon										
Dusknoir (*2)										
Rayquaza (*3)										

*1— Appears on one of these floors if Mewtwo's Challenge Letter is accepted
*2— Appears after Marine Resort becomes available
*3— Does not appear once recruited

Dungeon Pokémon Data

Mothim
Bug | Flying | ♂ only

Lv	33	34	35	36	37	38	39	40	41
HP	83	86	89	92	95	97	99	101	103
Exp.	470	481	492	504	515	526	537	548	560

MOVES: Silver Wind, Bug Bite, Psybeam, Confusion, Air Slash

Gliscor
Ground | Flying

Lv	30	31	32	33	34	35	36	37	38
HP	95	97	99	101	103	105	107	109	111
Exp.	475	488	500	512	524	536	549	561	573

MOVES: Fury Cutter, Screech, U-turn, Shadow Sneak

Shelgon
Dragon

Lv	30	31	32	33	34	35	36	37	38
HP	94	96	98	100	102	104	106	108	110
Exp.	464	476	487	499	511	523	535	547	559

MOVES: Dragon Breath, Ember, Zen Headbutt, Bite, Protect

Banette
Ghost

Lv	30	31	32	33	34	35	36	37	38
HP	85	86	87	88	89	90	91	92	93
Exp.	425	436	446	457	468	479	490	501	512

MOVES: Spite, Screech, Curse, Shadow Ball, Shadow Sneak

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Pokémon Dungeon Breakdown

	11 F ♂	12 F ♀	13 F ♂	14 F ♀	15 F ♂	16 F ♀	17 F ♂	18 F ♀	19 F ♂	20 F ♀
Light	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
	Fog		Cloudy	Cloudy		Sunny		Cloudy		Sunny
Gabite										
Rhydon										
Gastly	Lv32 ▶				Lv33					
Magnemite	Lv14 ▶				Lv15 ▶					Lv16 ▶
Ambipom	Lv44 ▶				Lv45 ▶					Lv46 ▶
Skarmory	Lv30 ▶				Lv31 ▶					Lv32 ▶
Mothim	Lv35 ▶				Lv36 ▶					Lv37 ▶
Gliscor	Lv32 ▶				Lv33 ▶					Lv34 ▶
Shelgon	Lv32 ▶				Lv33 ▶					Lv34 ▶
Banette	Lv32 ▶				Lv33 ▶					Lv34 ▶
Probopass	Lv35 ▶				Lv36 ▶					Lv37 ▶
Claydol	Lv32 ▶				Lv33 ▶					Lv34 ▶
Steelix	Lv35 ▶				Lv36 ▶					Lv37 ▶
Forretress	Lv32 ▶				Lv33 ▶					Lv34 ▶
Muk	Lv32 ▶				Lv33 ▶					Lv34 ▶
Misdreavus	Lv32 ▶				Lv33 ▶					Lv34 ▶
Ditto	Lv30 ▶				Lv31 ▶					Lv32 ▶
Metang	Lv35 ▶				Lv36 ▶					Lv37 ▶
Tangrowth	Lv35 ▶				Lv36 ▶					Lv37 ▶
Duskull	Lv32 ▶				Lv33 ▶					Lv34 ▶
Raichu	Lv44 ▶				Lv45 ▶					Lv46 ▶
Leafeon	Lv35 ▶				Lv36 ▶					Lv37 ▶
Vulpix	Lv16 ▶				Lv17 ▶					Lv18 ▶
Jumpluff	Lv35 ▶				Lv36 ▶					Lv37 ▶
Togekiss	Lv30 ▶				Lv31 ▶					Lv32 ▶
Spiritomb	Lv51 ▶									
Haunter						Lv33				Lv34 ▶
Mewtwo (*1)										
Magneton										
Gengar										
Drifloon										
Dusknoir (*2)										
Rayquaza (*3)										

*1— Appears on one of these floors if Mewtwo's Challenge Letter is accepted
*2— Appears after Marine Resort becomes available
*3— Does not appear once recruited

Dungeon Pokémon Data

Probopass — Rock / Steel



Lv	33	34	35	36	37	38	39	40	41
HP	99	100	101	102	103	104	105	106	107
Exp.	516	528	541	553	565	578	590	602	615

MOVES: Sandstorm, Rock Slide, Magnet Bomb, Iron Defense

Steelix — Steel / Ground



Lv	33	34	35	36	37	38	39	40	41
HP	121	123	125	127	129	131	133	135	137
Exp.	483	494	506	517	529	540	552	563	575

MOVES: Screech, Sandstorm, Dragon Breath, Thunder Fang

Claydol — Ground / Psychic / Gender?



Lv	30	31	32	33	34	35	36	37	38
HP	85	87	89	91	93	95	97	99	101
Exp.	429	440	451	462	473	484	495	506	517

MOVES: Selfdestruct, AncientPower, Psybeam, Hyper Beam

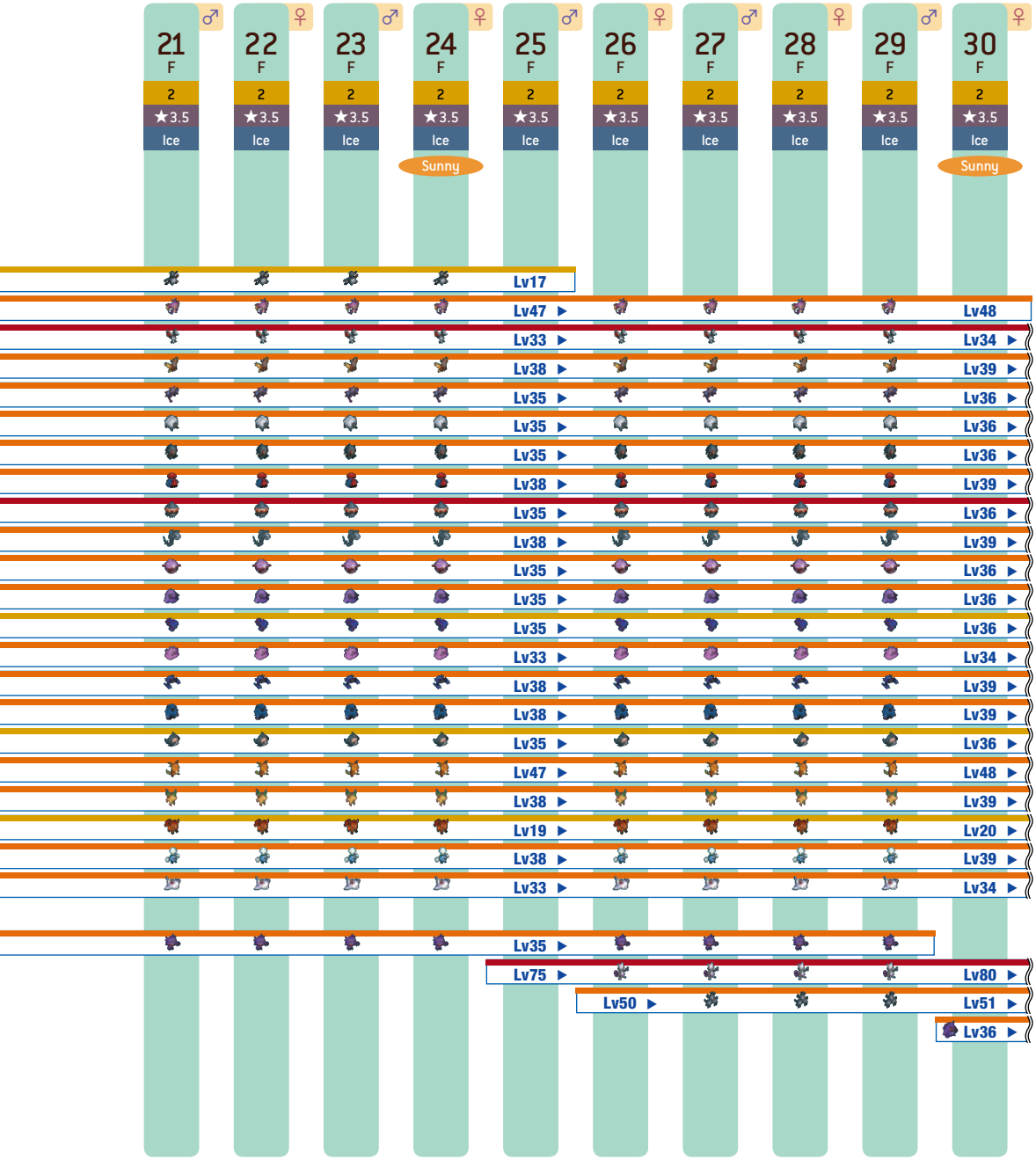
Forretress — Bug / Steel



Lv	30	31	32	33	34	35	36	37	38
HP	81	83	85	87	89	91	93	95	97
Exp.	452	464	475	487	498	510	522	533	545

MOVES: Bug Bite, Explosion, Selfdestruct, Mirror Shot, Protect, Payback

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Dungeon Pokémon Data

Muk — Poison



Lv	30	31	32	33	34	35	36	37	38
HP	85	87	89	91	93	94	95	96	97
Exp.	429	440	451	462	473	484	495	506	517

MOVES: Screech, Sludge Bomb, Sludge
ABILITY: Stench

Misdreavus — Ghost



Lv	30	31	32	33	34	35	36	37	38
HP	79	80	81	82	83	84	86	88	90
Exp.	390	400	410	420	430	440	450	460	470

MOVES: Spite, Psybeam, Shadow Ball, Payback

Ditto — Normal — Gender ?



Lv	28	29	30	31	32	33	34	35	36
HP	77	78	79	81	83	85	87	89	91
Exp.	233	239	245	252	258	264	270	277	283

MOVES: Transform
ABILITY: Limber

Metang — Steel — Psychic — Gender ?



Lv	33	34	35	36	37	38	39	40	41
HP	84	87	90	93	96	99	102	105	108
Exp.	487	498	510	522	533	545	556	568	580

MOVES: Bullet Punch, Psychic, Metal Claw, Pursuit

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Pokémon Dungeon Breakdown

	31 ♂ F	32 ♀ F	33 ♂ F	34 ♀ F	35 ♂ F	36 ♀ F	37 ♂ F	38 ♀ F	39 ♂ F	40 ♀ F
Light	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
							Sunny			
Gabite										
Rhydon										
Gastly										
Magnemite										
Ambipom										
Skarmory	Lv34 ▶									Lv35 ▶
Mothim	Lv39 ▶									Lv40 ▶
Gliscor	Lv36 ▶									Lv37 ▶
Shelgon	Lv36 ▶									Lv37 ▶
Banette	Lv36 ▶									Lv37 ▶
Probopass	Lv39 ▶									Lv40 ▶
Claydol	Lv36 ▶									Lv37 ▶
Steelix	Lv39 ▶									Lv40 ▶
Forretress	Lv36 ▶									Lv37 ▶
Muk	Lv36 ▶									Lv37 ▶
Misdreavus	Lv36 ▶									Lv37 ▶
Ditto	Lv34 ▶									Lv35 ▶
Metang	Lv39 ▶									Lv40 ▶
Tangrowth	Lv39 ▶									Lv40 ▶
Duskull	Lv36 ▶									Lv37 ▶
Raichu	Lv48 ▶									Lv49 ▶
Leafeon	Lv39 ▶									Lv40 ▶
Vulpix	Lv20 ▶									Lv21 ▶
Jumpluff	Lv39 ▶									Lv40 ▶
Togekiss	Lv34 ▶									Lv35 ▶
Spiritomb										
Haunter										
Mewtwo (*1)	Lv80 ▶									
Magneton	Lv51 ▶									Lv52 ▶
Gengar	Lv36 ▶									Lv37 ▶
Drifloon	Lv34 ▶									Lv35 ▶
Dusknoir (*2)										
Rayquaza (*3)										

*1— Appears on one of these floors if Mewtwo's Challenge Letter is accepted
*2— Appears after Marine Resort becomes available
*3— Does not appear once recruited

Dungeon Pokémon Data

Tangrowth — Grass

Lv	33	34	35	36	37	38	39	40	41
HP	85	88	91	94	97	100	103	106	109
Exp.	516	528	541	553	565	578	590	602	615

MOVES: Sleep Powder, Stun Spore, AncientPower
ABILITY: Chlorophyll

Raichu — Electric

Lv	42	43	44	45	46	47	48	49	50
HP	115	116	117	118	119	120	121	122	123
Exp.	566	577	588	599	610	621	632	643	654

MOVES: Thunderbolt, Quick Attack, ThunderShock

Duskull — Ghost

Lv	30	31	32	33	34	35	36	37	38
HP	85	86	87	88	89	90	91	92	93
Exp.	390	400	410	420	430	440	450	460	470

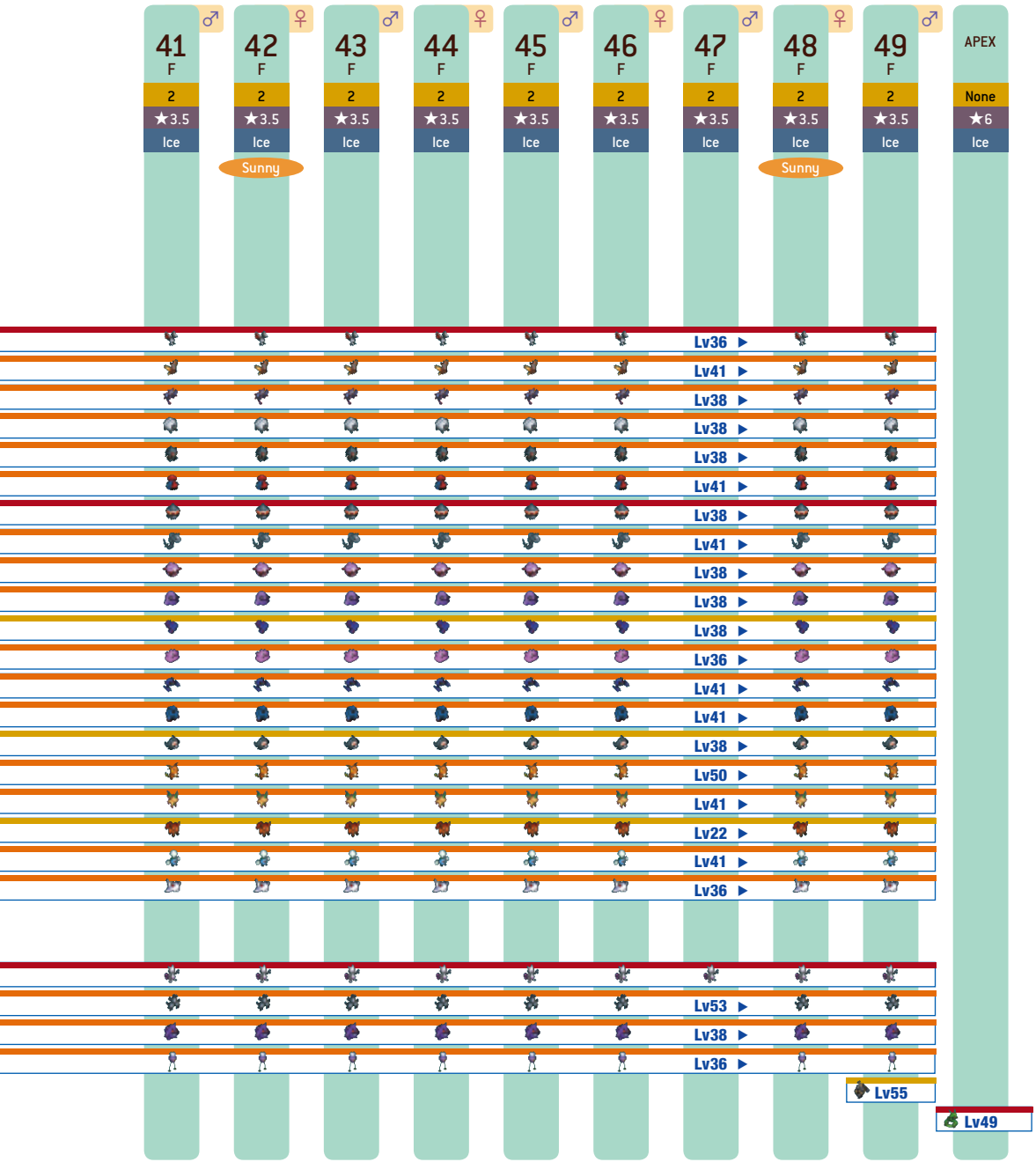
MOVES: Curse, Shadow Sneak, Night Shade, Confuse Ray, Pursuit

Leafeon — Grass

Lv	33	34	35	36	37	38	39	40	41
HP	108	110	112	113	114	115	116	117	118
Exp.	147	150	154	157	161	164	168	171	175

MOVES: Leaf Cutter, Quick Attack, Synthesis, Magical Leaf

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Dungeon Pokémon Data

Vulpix — Fire



Lv	14	15	16	17	18	19	20	21	22
HP	56	58	61	63	66	68	70	72	75
Exp.	138	144	150	156	162	168	174	180	186

MOVES: Imprison, Quick Attack, Ember, Confuse Ray

Togekiss — Normal / Flying



Lv	28	29	30	31	32	33	34	35	36
HP	74	74	75	75	76	76	77	77	78
Exp.	418	429	440	452	463	474	485	497	508

MOVES: Aura Sphere, ExtremeSpeed, Air Slash, Sky Attack

Jumpluff — Grass / Flying



Lv	33	34	35	36	37	38	39	40	41
HP	93	95	97	99	101	103	105	107	109
Exp.	390	399	409	418	427	437	446	455	465

MOVES: Bullet Seed, Sleep Powder, Stun Spore
ABILITY: Chlorophyll

Spiritomb — Ghost / Dark



Lv	50	51
HP	109	110
Exp.	625	636

MOVES: Ominous Wind, Spite, Memento, Sucker Punch, Dark Pulse

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Haunter — Ghost / Poison



Lv	33	34	35
HP	88	89	90
Exp.	302	309	316

MOVES: Spite, Curse, Shadow Ball, Sucker Punch

Mewtwo (*1) — Psychic / Gender ?



Lv	75	80
HP	314	319
Exp.	0	0

MOVES: Psycho Cutter, Me First, Confusion, Psychic

Magneton — Electric / Steel / Gender ?



Lv	50	51	52	53
HP	119	120	121	122
Exp.	460	468	475	483

MOVES: Discharge, Screech, Spark, Mirror Shot

Gengar — Ghost / Poison



Lv	36	37	38
HP	91	92	93
Exp.	517	529	540

MOVES: Spite, Curse, Shadow Ball, Sucker Punch

Drifloon — Ghost / Flying



Lv	34	35	36
HP	100	102	104
Exp.	270	277	283

MOVE: Ominous Wind
ABILITIES: Aftermath, Unburden

Dusknoir — Ghost



Lv	55
HP	100
Exp.	940

MOVES: Curse, Shadow Sneak, Night Shade, Astonish

Rayquaza (*2) — Dragon / Flying / Gender ?



Lv	49
HP	?
Exp.	0

MOVES: AncientPower, Fly, Dragon Claw

*1— Recruited if you battle it and win, then return to Treasure Town without being defeated in the dungeon
*2— 50% probability of recruiting if defeated

Pokémon To Watch For



Mothim — 1—49F

More dangerous from 25F onward

Starting on 25F, Mothim can use Silver Wind to attack all foes in an entire room. The move doesn't do big damage but Mothim can use it multiple times in a row, so it's best to defeat Mothim in one turn.



Drifloon — 31—49F

A deadly combo of Ominous Wind and consecutive attacks

Its stats are relatively low, but it often uses the powerful Ominous Wind move. Drifloon's Unburden Ability lets it attack you twice in a single turn if it's not holding an item, and Aftermath can cause an explosion when you knock it out. If you encounter it, use long-range moves to defeat it.



Obtainable Items

Sticky: Yes

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Power Band	All Floors	—
Racket Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Gravelyrock	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Quick Seed	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sleep Seed	All Floors	—
Slip Seed	All Floors	—
Totter Seed	All Floors	—
Via Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—
Mix Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Blowback Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Petrify Orb	All Floors	—
Pounce Orb	All Floors	—
Radar Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Scanner Orb	All Floors	—
Switcher Orb	All Floors	—
Trapbust Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Obtained by Clearing the Dungeon

Sky Melodica

Traps Set

Name	Floor
Chestnut Trap	1–40F
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	1–40F
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

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Dungeon 58

Mystery Jungle

Total 30 F

Replayable Y

Here in the Mystery Jungle, you'll find more kinds of foe Pokémon than any other dungeon. As a result, the nature of the opposition changes dramatically as you move between floors. Out of all the 7 Treasures dungeons, this is the only one where you'll find shops.

How to Unlock	Accept a special assignment
Initial Goal	Defeat Mew in the Deep Mystery Jungle (30F) and obtain the Grass Cornet
Recommended Level	Lv50+

Special Rules	–

Special Rooms and Terrain				
Room	Monster House (All floors)	Shop (All floors)		
Terrain	Water	Pit	Wonder Tiles	Traps

Prep Be Prepared for Status Conditions

There are lots of Grass-types here who can make you Confused or Poisoned. Bring lots of Heal Seeds or hold items to prevent either condition. Using a room-wide attack move can be effective if you're Confused, but the move will hit your allies as well unless you have the Nontraitor IQ Skill.



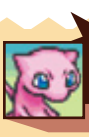
Poison- or Steel-type Pokémon make good teammates here, since they're strong against Grass-type moves and won't get Poisoned.

Tip Check the Opposition Along the Way

Out of 46 possible kinds of dungeon Pokémon, only 14 will appear on each floor as you move from 1 to 29F. If you're curious, select Other and then Friend Search on the main menu to see what you're up against. You should explore with caution in any case, as there are many traps on 12–16F and 23–29F.



Skuntank and Sunflora are the most dangerous foes in this dungeon; if they're found on the current floor, head right for the stairs.



Boss ▸▸ Deep Mystery Jungle (30F)

Not a heavy hitter

Mew

Mew relies on attacking with Psychic and using Barrier to boost its Defense. If it uses Metronome, that's a potentially powerful move. But for a boss Pokémon, Mew doesn't do too much damage. Keep restoring your HP and you should do fine.



Mew's stats are roughly comparable to some of the Pokémon found on the dungeon floors.



Dungeon Pokémon Data

Eevee — Normal



	Lv	HP	Exp.
5	9	44	16
	10	46	17
	11	48	18
	12	50	18
	13	52	19
	14	54	20

MOVES: Helping Hand, Tackle, Sand-Attack
ABILITIES: Adaptability, Run Away

Victreebell — Grass / Poison



	Lv	HP	Exp.
0	42	42	209
	43	42	213
	44	43	217
	45	43	221
	46	44	225
	47	44	229

MOVES: Sleep Powder, Leaf Storm, Razor Leaf, Vine Whip **ABILITY:** Chlorophyll

Spearow — Normal / Flying



	Lv	HP	Exp.
5	12	56	134
	13	59	140
	14	62	147
	15	65	153
	16	68	160
	17	71	166

MOVES: Fury Swipes, Pursuit, Aerial Ace, Peck, Growl
ABILITY: Keen Eye

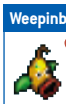
Silcoon — Grass



	Lv	HP	Exp.
0	42	69	224
	43	70	228
	44	71	233
	45	72	237
	46	73	242
	47	74	246

MOVE: Harden
ABILITY: Shed Skin

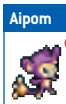
Weepinbell — Grass / Poison



	Lv	HP	Exp.
0	40	36	107
	41	36	110
	42	37	112
	43	37	114
	44	38	116
	45	38	118

MOVES: Sleep Powder, Stun Spore, Razor Leaf, Acid, Vine Whip **ABILITY:** Chlorophyll

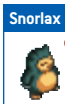
Aipom — Normal



	Lv	HP	Exp.
4	14	54	287
	15	55	300
	16	56	312
	17	57	325
	18	60	337
	19	63	350

MOVES: Fury Swipes, Astonish, Baton Pass, Scratch, Sand-Attack, Tickle, Tail Whip

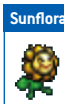
Snorlax — Normal



	Lv	HP	Exp.
0	42	140	617
	43	141	629
	44	142	641
	45	143	653
	46	144	665
	47	145	677

MOVES: Rollout, Stomp, Lick, Crunch, Yawn, Sleep Talk, Snore **ABILITY:** Thick Fat

Sunflora — Grass



	Lv	HP	Exp.
0	42	97	469
	43	99	478
	44	101	487
	45	103	496
	46	105	506
	47	107	515

MOVES: Bullet Seed, Petal Dance, GrassWhistle, Leaf Storm, Sunny Day **ABILITY:** Chlorophyll

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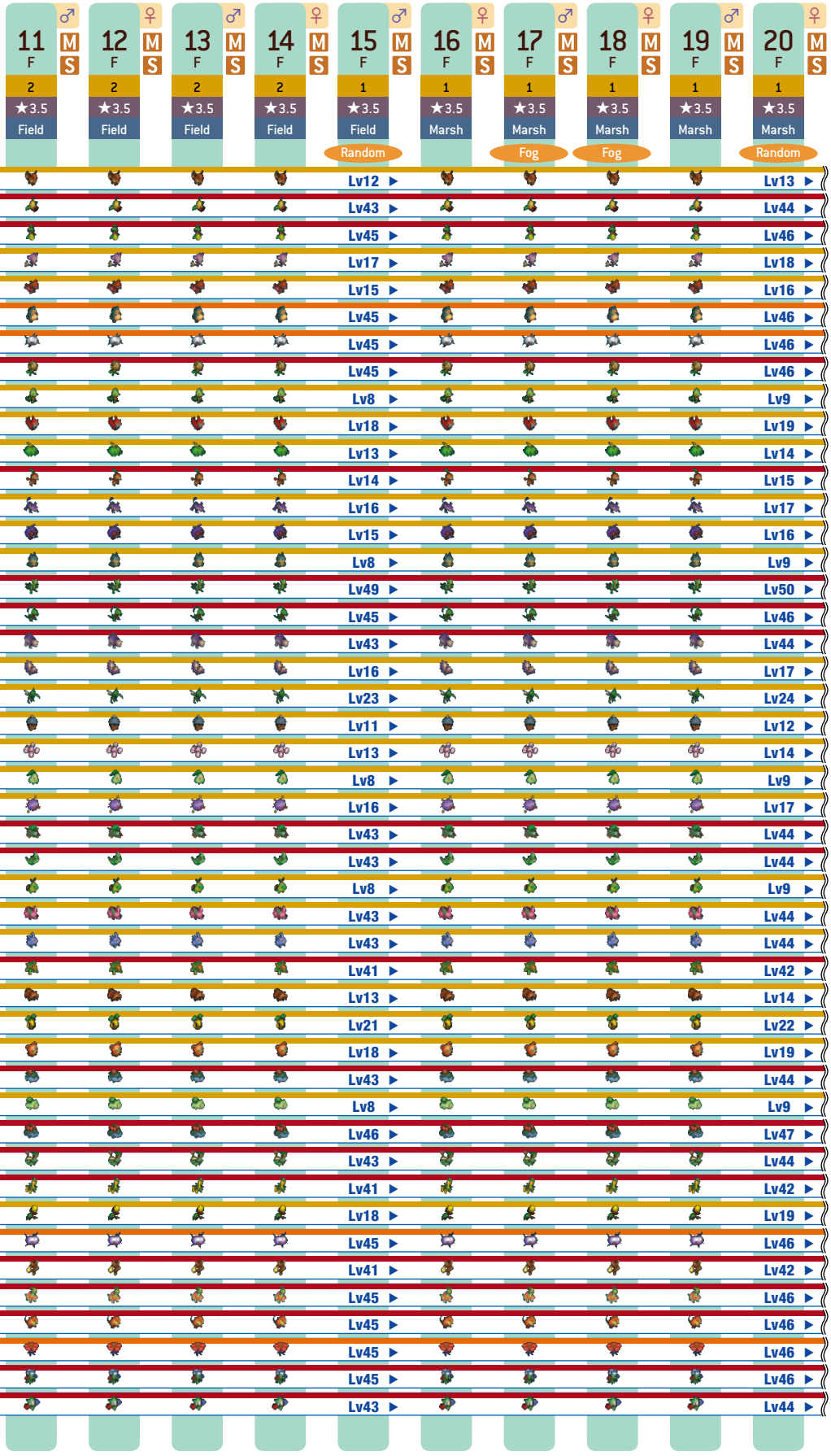
Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1–5F) Lv43 (6–9F) Lv44 (10–14F) Lv45 (15–19F) Lv46 (20F)

	1 F ♂ M S	2 F ♀ M S	3 F ♂ M S	4 F ♀ M S	5 F ♂ M S	6 F ♀ M S	7 F ♂ M S	8 F ♀ M S	9 F ♂ M S	10 F ♀ M S
Light	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Field	Field	Field	Field	Field Random	Field	Field Fog	Field Fog	Field	Field Random
Eevee	Lv9 ▶					Lv10 ▶				Lv11 ▶
Weepinbell	Lv40 ▶					Lv41 ▶				Lv42 ▶
Victreebel	Lv42 ▶					Lv43 ▶				Lv44 ▶
Aipom	Lv14 ▶					Lv15 ▶				Lv16 ▶
Spearow	Lv12 ▶					Lv13 ▶				Lv14 ▶
Snorlax	Lv42 ▶					Lv43 ▶				Lv44 ▶
Silcoon	Lv42 ▶					Lv43 ▶				Lv44 ▶
Sunflora	Lv42 ▶					Lv43 ▶				Lv44 ▶
Treecko	Lv5 ▶					Lv6 ▶				Lv7 ▶
Wurmple	Lv15 ▶					Lv16 ▶				Lv17 ▶
Gulpin	Lv10 ▶					Lv11 ▶				Lv12 ▶
Nuzleaf	Lv11 ▶					Lv12 ▶				Lv13 ▶
Rattata	Lv13 ▶					Lv14 ▶				Lv15 ▶
Venonat	Lv12 ▶					Lv13 ▶				Lv14 ▶
Munchlax	Lv5 ▶					Lv6 ▶				Lv7 ▶
Sceptile	Lv46 ▶					Lv47 ▶				Lv48 ▶
Grovyle	Lv42 ▶					Lv43 ▶				Lv44 ▶
Skuntank	Lv40 ▶					Lv41 ▶				Lv42 ▶
Stunky	Lv13 ▶					Lv14 ▶				Lv15 ▶
Scyther	Lv20 ▶					Lv21 ▶				Lv22 ▶
Seedot	Lv8 ▶					Lv9 ▶				Lv10 ▶
Exeggcute	Lv10 ▶					Lv11 ▶				Lv12 ▶
Chikorita	Lv5 ▶					Lv6 ▶				Lv7 ▶
Koffing	Lv13 ▶					Lv14 ▶				Lv15 ▶
Torterra	Lv40 ▶					Lv41 ▶				Lv42 ▶
Metapod	Lv40 ▶					Lv41 ▶				Lv42 ▶
Turtwig	Lv5 ▶					Lv6 ▶				Lv7 ▶
Nidoran♂	Lv40 ▶					Lv41 ▶				Lv42 ▶
Nidoran♀	Lv40 ▶					Lv41 ▶				Lv42 ▶
Grotle	Lv38 ▶					Lv39 ▶				Lv40 ▶
Bidoof	Lv10 ▶					Lv11 ▶				Lv12 ▶
Sunkern	Lv18 ▶					Lv19 ▶				Lv20 ▶
Teddiursa	Lv15 ▶					Lv16 ▶				Lv17 ▶
Ivysaur	Lv40 ▶					Lv41 ▶				Lv42 ▶
Bulbasaur	Lv5 ▶					Lv6 ▶				Lv7 ▶
Venusaur	Lv43 ▶					Lv44 ▶				Lv45 ▶
Flygon	Lv40 ▶					Lv41 ▶				Lv42 ▶
Bayleef	Lv38 ▶					Lv39 ▶				Lv40 ▶
Bellsprout	Lv15 ▶					Lv16 ▶				Lv17 ▶
Cascoon	Lv42 ▶					Lv43 ▶				Lv44 ▶
Lopunny	Lv38 ▶					Lv39 ▶				Lv40 ▶
Meganium	Lv42 ▶					Lv43 ▶				Lv44 ▶
Raticate	Lv42 ▶					Lv43 ▶				Lv44 ▶
Vileplume	Lv42 ▶					Lv43 ▶				Lv44 ▶
Roserade	Lv42 ▶					Lv43 ▶				Lv44 ▶
Roselia	Lv40 ▶					Lv41 ▶				Lv42 ▶
Mew (*1)										

*1— Does not appear once recruited

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv46 (21–24F) / Lv47 (25–29F)

	21 F ♂ M S	22 F ♀ M S	23 F ♂ M S	24 F ♀ M S	25 F ♂ M S	26 F ♀ M S	27 F ♂ M S	28 F ♀ M S	29 F ♂ M S	DEEP MYSTERY JUNGLE
Light	1	1	1	1	1	1	1	1	1	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh	Marsh
					Random					
Eevee	Lv13 ▶				Lv14 ▶					
Weepinbell	Lv44 ▶				Lv45 ▶					
Victreebel	Lv46 ▶				Lv47 ▶					
Aipom	Lv18 ▶				Lv19 ▶					
Spearow	Lv16 ▶				Lv17 ▶					
Snorlax	Lv46 ▶				Lv47 ▶					
Silcoon	Lv46 ▶				Lv47 ▶					
Sunflora	Lv46 ▶				Lv47 ▶					
Treecko	Lv9 ▶				Lv10 ▶					
Wurmple	Lv19 ▶				Lv20 ▶					
Gulpin	Lv14 ▶				Lv15 ▶					
Nuzleaf	Lv15 ▶				Lv16 ▶					
Rattata	Lv17 ▶				Lv18 ▶					
Venonat	Lv16 ▶				Lv17 ▶					
Munchlax	Lv9 ▶				Lv10 ▶					
Sceptile	Lv50 ▶				Lv51 ▶					
Grovyle	Lv46 ▶				Lv47 ▶					
Skuntank	Lv44 ▶				Lv45 ▶					
Stunky	Lv17 ▶				Lv18 ▶					
Scyther	Lv24 ▶				Lv25 ▶					
Seedot	Lv12 ▶				Lv13 ▶					
Exeggcute	Lv14 ▶				Lv15 ▶					
Chikorita	Lv9 ▶				Lv10 ▶					
Koffing	Lv17 ▶				Lv18 ▶					
Torterra	Lv44 ▶				Lv45 ▶					
Metapod	Lv44 ▶				Lv45 ▶					
Turtwig	Lv9 ▶				Lv10 ▶					
Nidoran ♂	Lv44 ▶				Lv45 ▶					
Nidoran ♀	Lv44 ▶				Lv45 ▶					
Grotle	Lv42 ▶				Lv43 ▶					
Bidoof	Lv14 ▶				Lv15 ▶					
Sunkern	Lv22 ▶				Lv23 ▶					
Teddiursa	Lv19 ▶				Lv20 ▶					
Ivysaur	Lv44 ▶				Lv45 ▶					
Bulbasaur	Lv9 ▶				Lv10 ▶					
Venusaur	Lv47 ▶				Lv48 ▶					
Flygon	Lv44 ▶				Lv45 ▶					
Bayleef	Lv42 ▶				Lv43 ▶					
Bellsprout	Lv19 ▶				Lv20 ▶					
Cascoon	Lv46 ▶				Lv47 ▶					
Lopunny	Lv42 ▶				Lv43 ▶					
Meganium	Lv46 ▶				Lv47 ▶					
Raticate	Lv46 ▶				Lv47 ▶					
Vileplume	Lv46 ▶				Lv47 ▶					
Roserade	Lv46 ▶				Lv47 ▶					
Roselia	Lv44 ▶				Lv45 ▶					
Mew (*1)										Lv46

*1— Does not appear once recruited

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Dungeon Pokémon Data

Treecko — Grass



Lv	5	6	7	8	9	10
HP	35	38	40	42	45	47
Exp.	8	9	9	10	10	11

MOVES: Absorb, Pound, Leer
ABILITY: Overgrow

Grovyle — Grass



Lv	42	43	44	45	46	47
HP	125	126	127	128	129	130
Exp.	239	244	249	253	258	263

MOVES: Fury Cutter, Screech, Agility, Leaf Blade, Pursuit **ABILITY:** Overgrow

Torterra — Grass / Ground



Lv	40	41	42	43	44	45
HP	125	126	127	128	129	130
Exp.	529	540	550	561	572	583

MOVES: Earthquake, Razor Leaf, Crunch, Synthesis, Mega Drain, Absorb **ABILITY:** Overgrow

Teddiursa — Normal



Lv	15	16	17	18	19	20
HP	41	42	43	44	47	50
Exp.	120	125	130	135	140	145

MOVES: Fury Swipes, Lick, Fake Tears, Covet, Faint Attack, Scratch **ABILITY:** Quick Feet

Wurmple — Bug



Lv	15	16	17	18	19	20
HP	22	23	24	25	26	27
Exp.	33	35	36	37	39	40

MOVES: Bug Bite, Poison Sting, String Shot, Tackle
ABILITY: Shield Dust

Skuntank — Poison / Dark



Lv	40	41	42	43	44	45
HP	87	90	93	95	97	99
Exp.	617	630	642	655	667	680

MOVES: Fury Swipes, Memento, Screech, Flamethrower, Slash **ABILITIES:** Aftermath, Stench

Metapod — Bug



Lv	40	41	42	43	44	45
HP	64	65	66	67	68	69
Exp.	63	65	66	67	68	70

MOVE: Harden
ABILITY: Shed Skin

Ivysaur — Grass / Poison



Lv	40	41	42	43	44	45
HP	120	121	122	123	124	125
Exp.	151	155	158	161	164	167

MOVES: Sleep Powder, Razor Leaf, SolarBeam, Synthesis, Vine Whip **ABILITY:** Overgrow

Gulpin — Poison



Lv	10	11	12	13	14	15
HP	58	60	62	64	66	68
Exp.	98	104	109	114	119	124

MOVES: Sludge, Yawn, Poison Gas, Pound
ABILITIES: Liquid Ooze, Sticky Hold

Stunky — Poison / Dark



Lv	13	14	15	16	17	18
HP	45	46	46	46	46	46
Exp.	253	264	276	287	299	310

MOVES: Fury Swipes, Screech, Fury Attack, SmokeScreen, Poison Gas **ABILITIES:** Aftermath, Stench

Turtwig — Grass



Lv	5	6	7	8	9	10
HP	40	43	45	47	50	52
Exp.	9	10	11	11	12	13

MOVES: Absorb, Tackle, Withdraw
ABILITY: Overgrow

Bulbasaur — Grass / Poison



Lv	5	6	7	8	9	10
HP	32	35	37	39	42	44
Exp.	9	10	11	11	12	13

MOVES: Leech Seed, Tackle, Vine Whip, Growl
ABILITY: Overgrow

Nuzleaf — Grass / Dark



Lv	11	12	13	14	15	16
HP	52	54	56	58	60	62
Exp.	96	100	105	110	115	120

MOVES: Razor Leaf, Nature Power, Pound, Growth
ABILITIES: Chlorophyll, Early Bird

Scyther — Bug / Flying



Lv	20	21	22	23	24	25
HP	64	67	70	73	76	79
Exp.	255	264	272	281	290	299

MOVES: False Swipe, Fury Cutter, Agility, Vacuum Wave, Quick Attack **ABILITY:** Swarm

Nidoran ♂ — Poison / ♂ only



Lv	40	41	42	43	44	45
HP	122	124	126	128	130	132
Exp.	29	30	30	31	31	32

MOVES: Horn Drill, Fury Attack, Double Kick, Poison Jab, Poison Sting, Flatter, Helping Hand **ABILITY:** Poison Point

Venusaur — Grass / Poison



Lv	43	44	45	46	47	48
HP	123	124	125	126	127	128
Exp.	530	540	550	561	571	581

MOVES: Petal Dance, Sleep Powder, Razor Leaf, Synthesis, Vine Whip **ABILITY:** Overgrow

Rattata — Normal



Lv	13	14	15	16	17	18
HP	55	57	59	61	63	65
Exp.	48	50	52	55	57	59

MOVES: Quick Attack, Hyper Fang, Bite, Focus Attack, Pursuit **ABILITY:** Guts

Seedot — Grass



Lv	8	9	10	11	12	13
HP	47	49	51	53	55	57
Exp.	30	32	34	36	37	39

MOVES: Nature Power, Bide, Growth, Harden
ABILITIES: Chlorophyll, Early Bird

Nidoran ♀ — Poison / ♀ only



Lv	40	41	42	43	44	45
HP	119	121	123	125	127	129
Exp.	24	25	25	26	26	27

MOVES: Fury Swipes, Double Kick, Poison Fang, Crunch, Poison Sting, Flatter **ABILITY:** Poison Point

Flygon — Ground / Dragon



Lv	40	41	42	43	44	45
HP	96	98	100	102	104	106
Exp.	411	420	428	436	445	453

MOVES: Screech, DragonBreath, Supersonic, SonicBoom, Sand Tomb, Dragon Claw

Venonat — Bug / Poison



Lv	12	13	14	15	16	17
HP	60	63	66	69	72	73
Exp.	37	39	41	43	45	46

MOVES: Psychic, Supersonic, Disable, Leech Life, PoisonPowder **ABILITIES:** CompoundEyes, Tinted Lens

Exeggcute — Grass / Psychic



Lv	10	11	12	13	14	15
HP	18	19	21	23	25	27
Exp.	58	62	65	68	71	74

MOVES: Barrage, Hypnosis, Leech Seed, Reflect, Uproar **ABILITY:** Chlorophyll

Grotle — Grass



Lv	38	39	40	41	42	43
HP	123	124	125	126	127	128
Exp.	65	67	68	70	71	72

MOVES: Razor Leaf, Crunch, Bite, Synthesis, Mega Drain, Absorb **ABILITY:** Overgrow

Bayleef — Grass



Lv	38	39	40	41	42	43
HP	129	130	132	135	136	138
Exp.	286	292	298	305	311	317

MOVES: Razor Leaf, Stomp, Synthesis, Magical Leaf, Tackle **ABILITY:** Overgrow

Munchlax — Normal



Lv	5	6	7	8	9	10
HP	52	55	58	61	64	67
Exp.	9	10	11	11	12	13

MOVES: Metronome, Tackle, Odor Sleuth, Amnesia, Defense Curl **ABILITY:** Thick Fat

Chikorita — Grass



Lv	5	6	7	8	9	10
HP	47	48	50	53	54	57
Exp.	9	10	11	11	12	13

MOVES: Razor Leaf, PoisonPowder, Tackle, Growl
ABILITY: Overgrow

Bidoof — Normal



Lv	10	11	12	13	14	15
HP	48	50	52	54	56	58
Exp.	226	238	249	261	273	285

MOVES: Rollout, Tackle, Growl, Defense Curl
ABILITIES: Simple, Unaware

Bellsprout — Grass / Poison



Lv	15	16	17	18	19	20
HP	18	19	19	20	20	21
Exp.	14	15	15	16	16	17

MOVES: Sleep Powder, Stun Spore, PoisonPowder, Vine Whip, Wrap **ABILITY:** Chlorophyll

Sceptile — Grass



Lv	46	47	48	49	50	51
HP	129	130	131	132	133	134
Exp.	577	588	598	609	619	630

MOVES: Screech, Agility, Quick Attack, Leaf Blade, Pursuit **ABILITY:** Overgrow

Koffing — Poison



Lv	13	14	15	16	17	18
HP	73	74	75	76	77	78
Exp.	187	195	204	212	221	229

MOVES: Smog, Assurance, SmokeScreen, Poison Gas, Tackle **ABILITY:** Levitate

Sunkern — Grass



Lv	18	19	20	21	22	23
HP	51	53	55	57	59	61
Exp.	172	179	185	192	198	204

MOVES: Endeavor, GrassWhistle, Mega Drain, Absorb
ABILITIES: Chlorophyll, Solar Power

Cascoon — Bug



Lv	42	43	44	45	46	47
HP	67	68	69	70	71	72
Exp.	173	176	180	183	187	190

MOVE: Harden
ABILITY: Shed Skin

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Pokémon To Watch For



Skuntank — 1—29F
Has a dangerous move and Ability



Stunky — 1—29F
Can explode if defeated

Attack these Pokémon and their Abilities could either make you Terrified or hit you with an explosion when they faint. To avoid that, KO them before they can get close. What's more, from 6F onward, Skuntank can use Memento. This room-wide move drastically lowers the Attack and Sp. Attack of its foes. If it uses Memento, avoid battling it and head for the next floor.



Sunflora — 1—29F
Many of its moves are a pain to deal with

Sunflora's Bullet Seed can attack up to 5 times in a row. You also won't enjoy the combination of its Sunny Day move, which changes the floor weather to Sunny, and its Chlorophyll Ability. Just knock it out before it tries anything.



In Sunny weather, Chlorophyll lets a Pokémon attack twice in one turn. That's not good news for you.

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Pokémon Dungeon Breakdown

Mystery Jungle

Dungeon Pokémon Data

Lopunny — Normal



Lv	38	39	40	41	42	43
HP	92	93	94	94	95	95
Exp.	611	624	637	650	663	676

MOVES: Agility, Quick Attack, Dizzy Punch, Endure, Charm **ABILITY:** Cute Charm

Raticate — Normal



Lv	42	43	44	45	46	47
HP	118	120	122	124	126	128
Exp.	459	468	477	486	495	504

MOVES: Super Fang, Endeavor, Sucker Punch, Quick Attack, Hyper Fang **ABILITY:** Guts

Roserade — Grass / Poison



Lv	42	43	44	45	46	47
HP	122	124	126	128	130	132
Exp.	453	462	471	480	489	498

MOVES: Weather Ball, Poison Sting, Mega Drain, Magical Leaf **ABILITIES:** Poison Sting, Natural Cure

Mew (*1) — Psychic — Gender ?



Lv	46
HP	?
Exp.	0

MOVES: Psychic, Metronome, Mega Punch, Pound, Barrier **ABILITY:** Synchronize

*1—50% chance to recruit if defeated

Meganium — Grass



Lv	42	43	44	45	46	47
HP	136	138	141	143	144	145
Exp.	586	598	609	621	632	644

MOVES: Petal Dance, Razor Leaf, Stomp, Synthesis, Magical Leaf **ABILITY:** Overgrow

Vileplume — Grass / Poison



Lv	42	43	44	45	46	47
HP	102	102	103	103	104	104
Exp.	535	546	556	567	577	588

MOVES: Stun Spore, Mega Drain, Aromatherapy, PoisonPowder **ABILITY:** Chlorophyll

Roselia — Grass / Poison



Lv	40	41	42	43	44	45
HP	123	125	127	129	131	133
Exp.	137	140	142	145	148	151

MOVES: Petal Dance, GrassWhistle, Toxic, Giga Drain, Aromatherapy **ABILITY:** Poison Sting

Obtainable Items

Mystery Jungle

Sticky: Yes

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	—	All Floors
Joy Ribbon	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Racket Band	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Twist Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	All Floors	All Floors
Iron Thorn	All Floors	All Floors
Silver Spike	All Floors	All Floors
Stick	All Floors	All Floors

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors
Huge Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	—	All Floors
Blue Gummi	—	All Floors
Brown Gummi	—	All Floors
Clear Gummi	—	All Floors
Grass Gummi	—	All Floors
Gray Gummi	—	All Floors
Green Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	—	All Floors
Purple Gummi	—	All Floors
Red Gummi	—	All Floors
Royal Gummi	—	All Floors
Silver Gummi	—	All Floors
Sky Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Joy Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	All Floors
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Plain Seed	—	All Floors
Quick Seed	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviser Seed	All Floors	—
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	All Floors	All Floors
Slip Seed	All Floors	—
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Via Seed	All Floors	—
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	All Floors	All Floors
X-Eye Seed	All Floors	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	All Floors
Attract	All Floors	All Floors
Avalanche	—	All Floors
Blizzard	All Floors	All Floors
Brick Break	All Floors	All Floors
Brine	All Floors	All Floors
Bulk Up	All Floors	All Floors
Bullet Seed	All Floors	All Floors
Calm Mind	All Floors	All Floors
Captivate	All Floors	All Floors
Charge Beam	—	All Floors
Dark Pulse	—	All Floors
Dig	All Floors	All Floors
Dive	All Floors	All Floors
Dragon Claw	All Floors	All Floors
Dragon Pulse	—	All Floors
Drain Punch	—	All Floors
Earthquake	—	All Floors
Embargo	All Floors	All Floors
Endure	—	All Floors
Energy Ball	All Floors	All Floors
Explosion	All Floors	All Floors
Facade	All Floors	All Floors
False Swipe	All Floors	All Floors
Fire Blast	All Floors	All Floors
Flamethrower	All Floors	All Floors
Flash	All Floors	All Floors
Flash Cannon	—	All Floors
Fling	—	All Floors
Focus Blast	All Floors	All Floors
Focus Punch	All Floors	All Floors
Frustration	—	All Floors
Giga Drain	All Floors	All Floors
Giga Impact	All Floors	All Floors
Grass Knot	All Floors	All Floors
Gyro Ball	All Floors	All Floors
Hidden Power	All Floors	All Floors
Hyper Beam	All Floors	All Floors
Ice Beam	All Floors	All Floors
Iron Tail	All Floors	All Floors
Light Screen	All Floors	All Floors
Natural Gift	All Floors	All Floors
Overheat	All Floors	All Floors
Payback	All Floors	All Floors
Pluck	—	All Floors
Poison Jab	All Floors	All Floors
Protect	All Floors	All Floors
Psych Up	All Floors	All Floors
Psychic	All Floors	All Floors
Recycle	All Floors	All Floors
Reflect	All Floors	All Floors
Rest	All Floors	All Floors
Return	All Floors	All Floors
Roar	All Floors	All Floors
Rock Polish	All Floors	All Floors
Rock Slide	All Floors	All Floors
Roost	All Floors	All Floors
Safeguard	All Floors	All Floors
Secret Power	All Floors	All Floors
Shadow Ball	All Floors	All Floors
Shadow Claw	All Floors	All Floors
Shock Wave	All Floors	All Floors
Silver Wind	—	All Floors
Skill Swap	—	All Floors
Sleep Talk	All Floors	All Floors
Sludge Bomb	All Floors	All Floors
SolarBeam	All Floors	All Floors
Stealth Rock	All Floors	All Floors
Steel Wing	All Floors	All Floors
Stone Edge	—	All Floors
Substitute	—	All Floors
Swagger	—	All Floors
Swords Dance	All Floors	All Floors
Taunt	All Floors	All Floors
Thief	All Floors	All Floors
Thunder	All Floors	All Floors
Thunder Wave	All Floors	All Floors
Thunderbolt	All Floors	All Floors
Torment	All Floors	All Floors
Toxic	All Floors	All Floors
Trick Room	—	All Floors
U-turn	—	All Floors
Vacuum-Cut	All Floors	All Floors
Water Pulse	All Floors	All Floors
Wide Slash	All Floors	All Floors
Will-O-Wisp	—	All Floors
X-Scissor	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	All Floors
Decoy Orb	—	All Floors
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	All Floors
Fill-In Orb	—	All Floors
Foe-Fear Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	—	All Floors
Hurl Orb	All Floors	All Floors
Identify Orb	—	All Floors
Itemizer Orb	—	All Floors
Lob Orb	—	All Floors
Longtoss Orb	—	All Floors
Luminous Orb	—	All Floors
Mobile Orb	—	All Floors
Mug Orb	—	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	—	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	—	All Floors
Rebound Orb	All Floors	All Floors
Rocky Orb	—	All Floors
Rollcall Orb	All Floors	All Floors
Sandy Orb	—	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	—	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Sizebust Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Snatch Orb	—	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Sunny Orb	—	All Floors
Switcher Orb	All Floors	All Floors
Totter Orb	—	All Floors
Transfer Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Trapper Orb	—	All Floors
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Gone Pebble	All Floors	—
Wander Gummi	All Floors	—

Obtained by Clearing the Dungeon

Grass Cornet

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Warp Trap	All Floors

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Dungeon 59

Star Cave

Total 16 F

Replayable Y

This is the dungeon Bidoof explored in Special Episode 1. On your team's first visit, Jirachi, the sender of a Challenge Letter, awaits in the Star Cave Pit.

How to Unlock	Receive and accept Jirachi's Challenge Letter
Initial Goal	Defeat Jirachi in Star Cave Pit (B16F)
Recommended Level	Lv20+

Special Rules	• No Friend Rescues • Cannot recruit Pokémon • Dungeon Pokémon do not drop Treasure Boxes

Special Rooms and Terrain		
Room	Monster House (B13—B15F)	Shop (All floors)
Terrain	Water	Wonder Tiles

Feature Mostly Identical to the Special Episode

Dungeon Pokémon and floor or store items are essentially the same as when Bidoof explored the dungeon in Special Episode 1. But now the dungeon isn't divided into multiple sections, since you won't visit any checkpoints or the floor where Bidoof battled Snover's group. Jirachi's stats will also be different this time.



To get through the 16-floor dungeon, don't forget to bring food and Max Elixirs.

Tip It's Not a Bad Idea to Take Lower-level Pokémon

By this point, you and your partner should be strong enough to clear Star Cave without difficulty. You won't get much valuable experience out of that, so sending in a team of lower-level Pokémon instead could be a good idea.



If you're battling Jirachi with a low-level team, have them learn moves that can immobilize it.

Pokémon To Watch For



Bronzong B11—B15F

Tough and hard to defeat

Bronzong is one of the tougher foes you'll find in Star Cave: it's strong against many types of attacks and its Ability means it lacks a type weakness, too. It can put you to Sleep with Hypnosis, so throw Gravelerocks from a distance in case it takes a long time to defeat it.



Don't forget that Ground-type moves have no effect on Bronzong.



Dungeon Pokémon Data

Anorith Rock / Bug



	Lv	3	4
	HP	14	15
	Exp.	18	19

MOVES: Scratch, Harden
ABILITY: Battle Armor

Kricketot Bug



	Lv	8	9
	HP	25	26
	Exp.	34	36

MOVES: Bide, Growl
ABILITY: Shed Skin

Gulpin Poison



	Lv	11	12
	HP	60	62
	Exp.	104	109

MOVES: Yawn, Poison Gas, Pound
ABILITIES: Liquid Ooze, Sticky Hold

Lunatone Rock / Psychic / Gender ?



	Lv	9
	HP	48
	Exp.	176

MOVES: Confusion, Tackle, Rock Throw, Harden
ABILITY: Levitate

Poliwag Water



	Lv	9	10
	HP	30	33
	Exp.	43	45

MOVES: Hypnosis, Bubble, Water Sport
ABILITIES: Water Absorb, Damp

Lotad Water / Grass



	Lv	10	11	12
	HP	40	41	42
	Exp.	60	64	67

MOVES: Astonish, Absorb, Nature Power, Growl, Mist
ABILITIES: Swift Swim, Rain Dish

Psyduck Water



	Lv	10	11	12
	HP	28	31	34
	Exp.	51	54	56

MOVES: Scratch, Water Gun, Water Sport, Tail Whip
ABILITIES: Damp, Cloud Nine

Jirachi (*2) Steel / Psychic / Gender ?



	Lv	32
	HP	?
	Exp.	0

MOVES: Confusion, Psychic, Helping Hand, Refresh, Swift
ABILITY: Serene Grace

*2— Can be recruited if defeated

Chingling Psychic



	Lv	4	5
	HP	24	27
	Exp.	22	23

MOVE: Wrap
ABILITY: Levitate

Bonsly Rock



	Lv	10
	HP	32
	Exp.	70

MOVES: Fake Tears, Low Kick, Flail, Copycat
ABILITIES: Sturdy, Rock Head

Bronzong Steel / Psychic / Gender ?



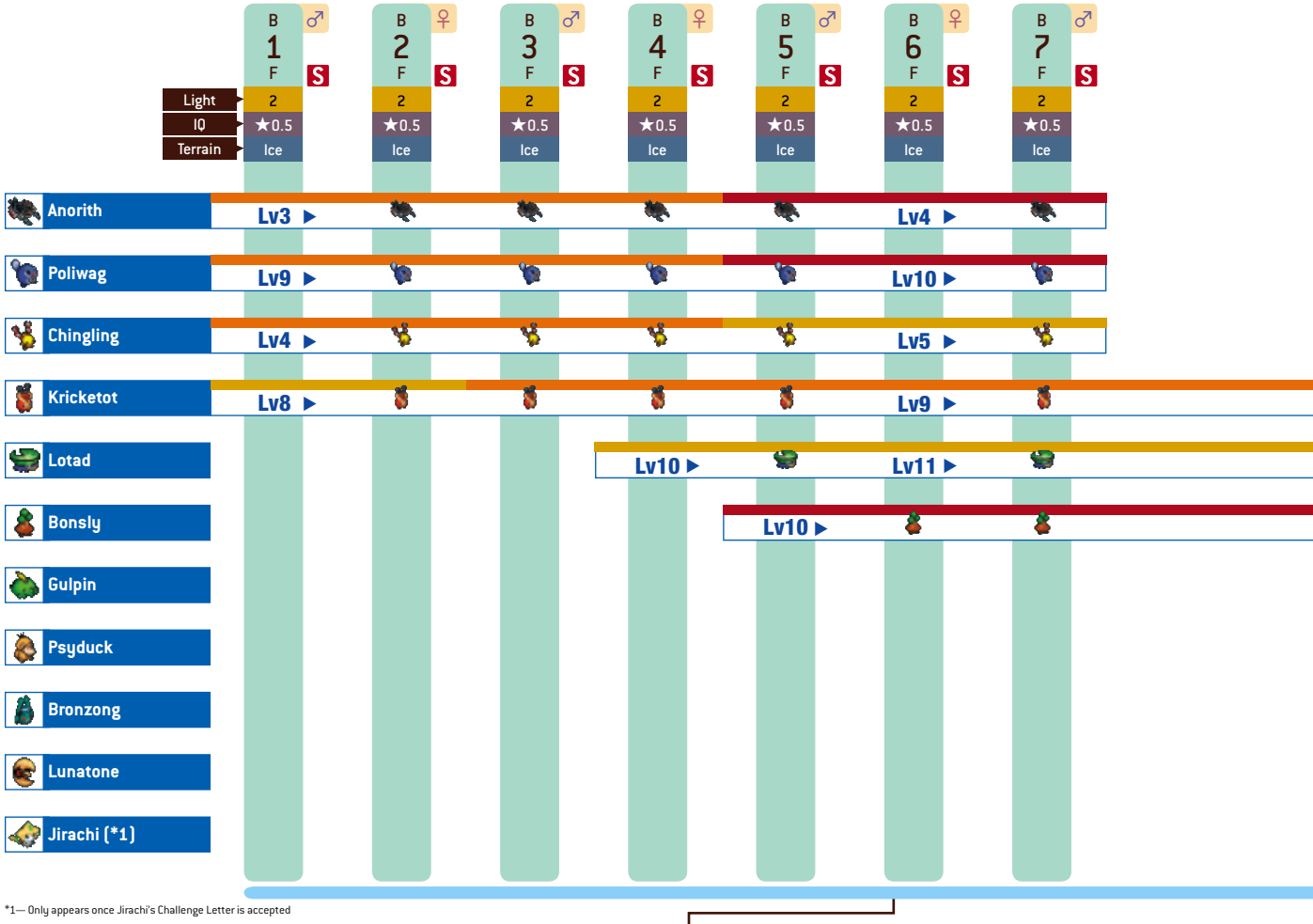
	Lv	6
	HP	57
	Exp.	156

MOVES: Hypnosis, Confusion, Sunny Day, Tackle
ABILITIES: Heatproof, Levitate

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1–B5F), Lv43 (B6–B9F), Lv44(B10–B14F), Lv45 (B15F)



*1— Only appears once Jirachi's Challenge Letter is accepted

B1—B8F

Find a market if you want a Wonder Orb

You have a high chance of finding a market here, and there's guaranteed to be one on B3, B4, B6, and B8F. They only carry Wonder Orbs so, if you think you might want something that they carry, bring lots of Poké and check out these floors.



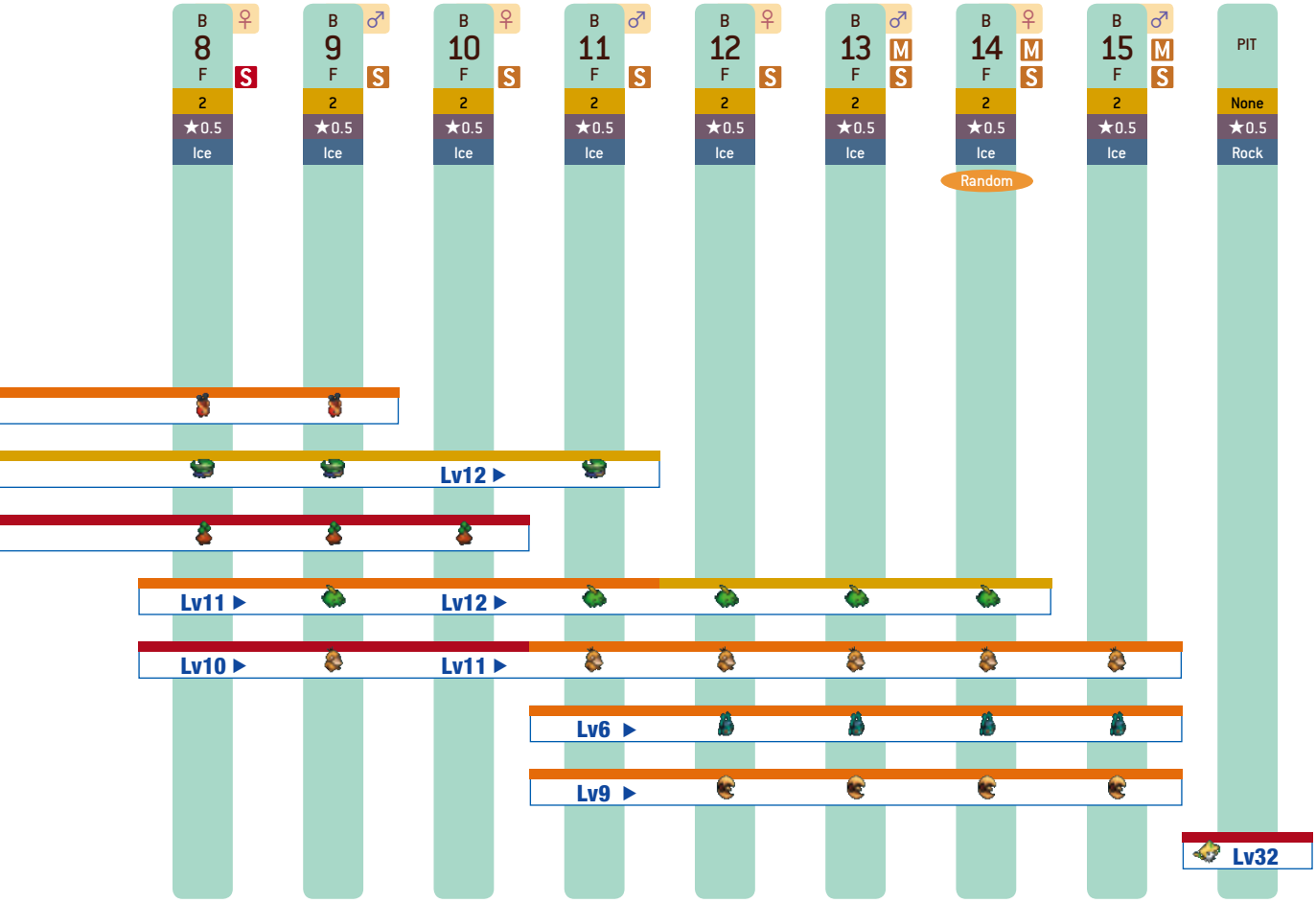
In particular, the market is highly likely to carry Rainy Orbs and Sunny Orbs.



Obtainable Items

Name	Floor	Shop
Equipment		
Def. Scarf	B4–B15F	B9–B15F
Heal Ribbon	—	B9–B15F
Insomniscope	B4–B15F	—
Patsy Band	—	B9–B15F
Pecha Scarf	B4–B15F	—
Persim Band	B4–B15F	B9–B15F
Power Band	B4–B15F	B9–B15F
Scope Lens	—	B9–B15F
Special Band	B4–B15F	B9–B15F
Stamina Band	B4–B15F	—
Twist Band	—	B9–B15F
Zinc Band	B4–B15F	B9–B15F
Throwing Items		
Gravelerock	B4–B15F	—
Iron Thorn	B4–B15F	—
Food		
Apple	All Floors	—
Big Apple	—	B9–B15F

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Star Cave

Sticky None

Seeds • Berries

Name	Floor	Shop
Blinker Seed	—	B9–B15F
Cheri Berry	All Floors	B9–B15F
Chesto Berry	All Floors	B9–B15F
Eyedrop Seed	—	B9–B15F
Heal Seed	—	B9–B15F
Hunger Seed	—	B9–B15F
Life Seed	—	B9–B15F
Oran Berry	All Floors	—
Pecha Berry	All Floors	B9–B15F
Rawst Berry	—	B9–B15F
Reviver Seed	All Floors	B9–B15F
Sitrus Berry	—	B9–B15F
Sleep Seed	—	B9–B15F
Stun Seed	—	B9–B15F
Totter Seed	All Floors	B9–B15F
Vile Seed	—	B9–B15F
Violent Seed	—	B9–B15F
Warp Seed	—	B9–B15F

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	B9–B15F

TMs

Name	Floor	Shop
Attract	—	B9–B15F
Brine	—	B9–B15F
Bullet Seed	—	B9–B15F
Calm Mind	—	B9–B15F
Dig	—	B9–B15F
Embargo	—	B9–B15F
False Swipe	—	B9–B15F
Flash	—	B9–B15F
Giga Drain	—	B9–B15F
Giga Impact	—	B9–B15F
Hidden Power	—	B9–B15F
Hyper Beam	—	B9–B15F
Iron Tail	—	B9–B15F
Light Screen	—	B9–B15F
Payback	—	B9–B15F
Poison Jab	—	B9–B15F
Recycle	—	B9–B15F
Reflect	—	B9–B15F
Rest	—	B9–B15F
Roar	—	B9–B15F
Rock Slide	—	B9–B15F
Roost	—	B9–B15F
Safeguard	—	B9–B15F
Shadow Claw	—	B9–B15F
Shock Wave	—	B9–B15F
SolarBeam	—	B9–B15F
Stealth Rock	—	B9–B15F
Steel Wing	—	B9–B15F
Swords Dance	—	B9–B15F
Thunderbolt	—	B9–B15F
Vacuum-Cut	—	B9–B15F
Wide Slash	—	B9–B15F

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	—	B9–B15F
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	B9–B15F
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	B9–B15F
Petrify Orb	All Floors	All Floors
Pounce Orb	—	B9–B15F
Quick Orb	All Floors	B1–B8F
Radar Orb	All Floors	B9–B15F
Rainy Orb	All Floors	B1–B8F
Scanner Orb	All Floors	B9–B15F
Shocker Orb	—	B9–B15F
Silence Orb	—	B9–B15F
Slow Orb	—	B9–B15F
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	B9–B15F
Stayaway Orb	—	All Floors
Sunny Orb	All Floors	B1–B8F
Totter Orb	—	B9–B15F
Transfer Orb	—	B1–B8F
Warp Orb	All Floors	B9–B15F

Poké

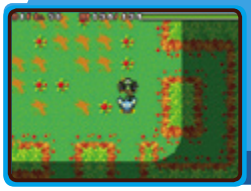
Name	Floor	Shop
Poké	All Floors	—

Traps Set

None



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Dungeon 60

Oblivion Forest

Total 15 F

Replayable	Y

Out of the dungeons you can access by increasing your explorer rank, this one has the fewest floors. Except for Poliwhirl, all the Pokémon here are either Grass- or Bug-type.

How to Unlock	Reach Master ★ Rank
Initial Goal	Reach B15F
Recommended Level	Lv55+

Special Rules
• Up to 2 team members • Up to 8 items allowed, but no Poké • No Friend Rescues • Cannot recruit Pokémon • Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (All floors)	Shop (All floors)	
Terrain	Water	Traps	Secret Stairs

Prep Carefully Choose Your Pokémon and Items

You can't bring more than two team members, including your team leader, into Oblivion Forest. Good teammates would be Fire-, Poison-, Flying-, or Steel-types, who are resistant to Bug- and Grass-type moves. For the eight items you're allowed to carry, try bringing an accessory for your team leader (for example, X-Ray Specs) and a few Reviver Seeds, plus your preferred throwing item, food, and Wonder Orb.



Have your teammate learn Fire- or Poison-type moves, which are effective against the foes in this dungeon.

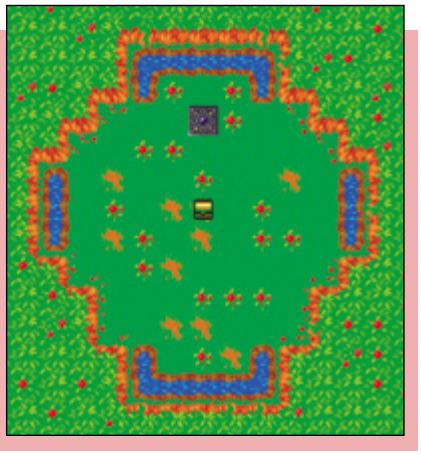
Treasure Floor

▼▼B15F

Items
● Deluxe Box

Deluxe Box Contents
Wonder Gummi, Sitrus Berry, Life Seed, Reviver Seed, or an exclusive item (*1) with 1★ rarity, usable by the team leader

*1— See items at the top of the list on p.454–502. If there is no exclusive item with 1★ rarity, an item with 3★ rarity will be found.



Pokémon To Watch For



Pinsir B1—B14F

Uses one-hit KO moves



Abomasnow B1—B14F

Watch out for its Sheer Cold

Pinsir uses Guillotine, and Abomasnow uses Sheer Cold from B10F on up. These moves can cause one-hit KOs, so stay out of their way if you can. Abomasnow's Snow Warning Ability is another problem: once it changes the floor's weather to Hail, Blizzard—a high-power move with a room-wide range—will always hit.



Ledian B1—B14F

Uses moves with a room-wide effect

Ledian uses Agility to increase movement speed, and its Silver Wind can hit all opponents in the same room. Use its type weaknesses to deal a one-hit KO, because if Ledian is low on HP, its Swarm Ability increases the effectiveness of moves like Silver Wind.



If Ledian uses Agility in the same room as other enemies, they'll all get a speed boost.

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	B1F ♂ M S	B2F ♀ M S	B3F ♂ M S	B4F ♀ M S	B5F ♂ M S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S
Light	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field
			Fog		Fog			Cloudy
Pinsir	Lv55 ▶					Lv56 ▶		Lv57 ▶
Crawdaunt	Lv55 ▶					Lv56 ▶		Lv57 ▶
Beedrill	Lv55 ▶					Lv56 ▶		Lv57 ▶
Ninjask	Lv55 ▶					Lv56 ▶		Lv57 ▶
Torterra	Lv55 ▶					Lv56 ▶		Lv57 ▶
Exeggutor	Lv55 ▶					Lv56 ▶		Lv57 ▶
Poliwhirl	Lv55 ▶					Lv56 ▶		Lv57 ▶
Scizor	Lv55 ▶					Lv56 ▶		Lv57 ▶
Parasect	Lv55 ▶					Lv56 ▶		Lv57 ▶
Heracross	Lv55 ▶					Lv56 ▶		Lv57 ▶
Carnivine	Lv55 ▶					Lv56 ▶		Lv57 ▶
Tangrowth	Lv55 ▶					Lv56 ▶		Lv57 ▶
Abomasnow	Lv55 ▶					Lv56 ▶		Lv57 ▶
Ledian	Lv55 ▶					Lv56 ▶		Lv57 ▶

Dungeon Pokémon Data

Pinsir — Bug



Lv	55	56	57	58	59	60
HP	135	137	139	141	143	144
Exp.	428	435	442	448	455	462

MOVES: Guillotine, Seismic Toss, Thrash

Beedrill — Bug / Poison



Lv	55	56	57	58	59	60
HP	66	67	67	68	68	69
Exp.	198	201	204	207	210	213

MOVES: Pin Missile, Fury Swipes, Twineedle

Torterra — Grass / Ground



Lv	55	56	57	58	59	60
HP	130	131	132	133	134	135
Exp.	691	702	712	723	734	745

MOVES: Earthquake, Leaf Storm, Razor Leaf

Crawdaunt — Water / Dark



Lv	55	56	57	58	59	60
HP	132	133	133	134	134	135
Exp.	851	864	877	891	904	917

MOVES: BubbleBeam, Bubble, Crabhammer

Ninjask — Bug / Flying



Lv	55	56	57	58	59	60
HP	84	85	85	86	86	87
Exp.	601	611	620	629	639	648

MOVES: Fury Swipes, Bug Bite, Fury Cutter

Exeggutor — Grass / Psychic



Lv	55	56	57	58	59	60
HP	90	91	91	92	92	93
Exp.	230	234	237	241	244	248

MOVES: Barrage, Hypnosis, Leaf Storm

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv43 (B9F) / Lv44 (B10–B14F)

Oblivion Forest (B9—B15F)

	B 9 F ♂ M S	B 10 F ♀ M S	B 11 F ♂ M S	B 12 F ♀ M S	B 13 F ♂ M S	B 14 F ♀ M S	B 15 F
Light	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	—
Terrain	Field	Field	Field	Field	Field	Field	Field
	Cloudy						Treasure Floor
Pinsir		Lv58 ▶		Lv59 ▶		Lv60	
Crawdaunt		Lv58 ▶		Lv59 ▶		Lv60	
Beedrill		Lv58 ▶		Lv59 ▶		Lv60	
Ninjask		Lv58 ▶		Lv59 ▶		Lv60	
Torterra		Lv58 ▶		Lv59 ▶		Lv60	
Exeggutor		Lv58 ▶		Lv59 ▶		Lv60	
Poliwhirl		Lv58 ▶		Lv59 ▶		Lv60	
Scizor		Lv58 ▶		Lv59 ▶		Lv60	
Parasect		Lv58 ▶		Lv59 ▶		Lv60	
Heracross		Lv58 ▶		Lv59 ▶		Lv60	
Carnivine		Lv58 ▶		Lv59 ▶		Lv60	
Tangrowth		Lv58 ▶		Lv59 ▶		Lv60	
Abomasnow		Lv58 ▶		Lv59 ▶		Lv60	
Ledian		Lv58 ▶		Lv59 ▶		Lv60	

Dungeon Pokémon Data

Poliwhirl — Water

Lv	55	56	57	58	59	60
HP	107	108	108	109	109	110
Exp.	588	598	607	616	625	634

MOVES: Double Slap, Hypnosis, Hydro Pump

Heracross — Bug / Fighting

Lv	55	56	57	58	59	60
HP	123	124	125	126	127	128
Exp.	332	338	343	348	353	358

MOVES: Fury Attack, Night Slash, Endure, Megahorn

Abomasnow — Grass / Ice

Lv	55	56	57	58	59	60
HP	102	104	106	108	110	112
Exp.	704	715	726	737	748	759

MOVES: Sheer Cold, Blizzard, Powder Snow, GrassWhistle

Scizor — Bug / Steel

Lv	55	56	57	58	59	60
HP	128	129	129	130	130	131
Exp.	620	630	640	649	659	669

MOVES: False Swipe, Double Hit, Fury Cutter

Carnivine — Grass

Lv	55	56	57	58	59	60
HP	117	118	119	120	121	122
Exp.	518	526	534	542	550	558

MOVES: Crunch, Bite, Power Whip, Spit Up

Ledian — Bug / Flying

Lv	55	56	57	58	59	60
HP	98	99	99	100	100	101
Exp.	704	715	726	737	748	759

MOVES: Silver Wind, Comet Punch, Agility

Parasect — Bug / Grass

Lv	55	56	57	58	59	60
HP	113	114	115	116	117	118
Exp.	313	318	323	328	333	338

MOVES: Spore, Stun Spore, Slash

Tangrowth — Grass

Lv	55	56	57	58	59	60
HP	117	118	118	119	119	120
Exp.	787	799	811	824	836	848

MOVES: Sleep Powder, Stun Spore, AncientPower

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Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	—	All Floors
Stick	—	All Floors

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Joy Seed	B10–B14F	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Quick Seed	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviser Seed	All Floors	—
Reviver Seed	—	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	All Floors	All Floors
Slip Seed	All Floors	—
Stun Seed	All Floors	All Floors
Totter Seed	All Floors	All Floors
Vanish Seed	—	All Floors
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	—	All Floors
Warp Seed	All Floors	All Floors
X-Eye Seed	All Floors	All Floors

Health Drinks

Name	Floor	Shop
Calcium	—	All Floors
Ginseng	—	All Floors
Iron	—	All Floors
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—
Protein	—	All Floors
Zinc	—	All Floors

TMs

Name	Floor	Shop
Aerial Ace	—	All Floors
Attract	—	All Floors
Avalanche	—	All Floors
Brick Break	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Captivate	—	All Floors
Dark Pulse	—	All Floors
Dig	—	All Floors
Dive	—	All Floors
Embargo	—	All Floors
Energy Ball	—	All Floors
Explosion	—	All Floors
Fire Blast	—	All Floors
Flamethrower	—	All Floors
Flash	—	All Floors
Focus Blast	—	All Floors
Focus Punch	—	All Floors
Frustration	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Gyro Ball	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Ice Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Natural Gift	—	All Floors
Overheat	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Protect	—	All Floors
Psych Up	—	All Floors
Psychic	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Ball	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
Sleep Talk	—	All Floors
Sludge Bomb	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Stone Edge	—	All Floors
Swords Dance	—	All Floors
Taunt	—	All Floors
Thunder Wave	—	All Floors
Thunderbolt	—	All Floors
Torment	—	All Floors
Toxic	—	All Floors
Vacuum-Cut	—	All Floors
Water Pulse	—	All Floors
Wide Slash	—	All Floors
X-Scissor	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	—	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	—	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	—	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	All Floors
Lob Orb	All Floors	—
Longtoss Orb	All Floors	All Floors
Luminous Orb	All Floors	All Floors
Mobile Orb	All Floors	All Floors
Petrify Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	All Floors	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	All Floors	—
Rebound Orb	All Floors	All Floors
Rocky Orb	All Floors	All Floors
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	All Floors
Sizebust Orb	All Floors	—
Slow Orb	All Floors	All Floors
Slumber Orb	All Floors	All Floors
Spurn Orb	—	All Floors
Stairs Orb	All Floors	All Floors
Stayaway Orb	All Floors	All Floors
Sunny Orb	All Floors	—
Switcher Orb	All Floors	All Floors
Totter Orb	All Floors	All Floors
Transfer Orb	All Floors	All Floors
Trapbust Orb	All Floors	All Floors
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Boxes

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Grudge Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors



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Dungeon 61

Treacherous Waters

Total 20 F

Replayable Y

The depths of this underground dungeon are full of watery terrain. The forecast calls for Rain on multiple floors, and foes can use Rain Dance to change the weather on a whim.

How to Unlock	Reach Master ★★ Rank
Initial Goal	Reach B20F
Recommended Level	Lv58+

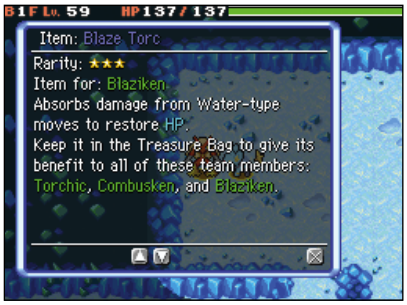
Special Rules
- Up to 2 team members
- Up to 8 items allowed, but no Poké
- No Friend Rescues
- Cannot recruit Pokémon
- Final floor is always a treasure floor (p.26)

Special Rooms and Terrain

Room	Monster House (All floors)	Shop (B16—B19F)	
Terrain	Water	Traps	Secret Stairs

Tip Nullifying Water-type Moves

There are many Water-type Pokémon in this dungeon, so you could very well be hit by a long-range BubbleBeam or Hydro Pump move. Bring Pokémon with the Storm Drain or Water Absorb Ability, which renders Water-type moves harmless and make your explorations less stressful.



A good choice for team leader would be a Pokémon with an exclusive item that nullifies Water-type moves.

Treasure Floor

▼▼B20F

Items
- Deluxe Box

Deluxe Box Contents

Wonder Gummi, Sitrus Berry, Life Seed, Reviver Seed, or an exclusive item (*1) with 1★ rarity, usable by the team leader



*1— See items at the top of the list on p.454–502. If there is no exclusive item with 1★ rarity, an item with 3★ rarity will be found.
*2— B1—B6, B13—B15F

Pokémon To Watch For



Staryu B1—B15F

Five arms full of trouble

At the end of any turn where Staryu takes damage, its Illuminate Ability will spawn an enemy Pokémon somewhere on the floor. Have your team defeat it as quickly as possible, so you won't have more foes to fight. That said, avoid using physical attacks because its Counter Basher IQ Skill can give back the damage it receives. In this dungeon, Octillery, Tentacruel, Garchomp, and Golduck also know the Counter Basher IQ Skill.



Use special moves to avoid the effects of Staryu's Counter Basher.



Kingler (*2)

Goes after you with Guillotine



Glalie B16—B19F

Knows some dangerous moves

Get hit by Kingler's Guillotine or Glalie's Sheer Cold and you'll be instantly knocked out, regardless of how much HP you have. Increase your evasiveness to dodge these moves, or knock Kingler and Glalie out before they even have a chance to use them.

Dungeon Pokémon Data

Gastrodon (East Sea) Water Ground



Lv	58	59	60	61	62
HP	130	130	131	132	133
Exp.	355	360	365	371	376

MOVES: Water Pulse, Stomp
ABILITY: Storm Drain

Kingler Water



Lv	58	59	62
HP	132	134	138
Exp.	562	571	596

MOVES: Guillotine, BubbleBeam, Bubble

Octillery Water



Lv	58	59	60	61	62
HP	134	134	135	136	137
Exp.	951	965	979	994	1008

MOVES: Bullet Seed, Rock Blast, Psybeam

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Pokémon Dungeon Breakdown

	B1F ♂M	B2F ♀M	B3F ♂M	B4F ♀M	B5F ♂M	B6F ♀M	B7F ♂M	B8F ♀M	B9F ♂M	B10F ♀M
Light	1	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
					Rain		Rain			Rain
Gastrodon (East Sea)	Lv58		Lv58		Lv59		Lv60		Lv60	
Kingler	Lv58 ▶			Lv59 ▶						
Octillery	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Corsola	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Tentacruel	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Dragonair	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Staryu	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Wailmer	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Slowbro	Lv58 ▶			Lv59 ▶			Lv60 ▶			Lv61 ▶
Gastrodon (West Sea)		Lv58		Lv59		Lv59		Lv60		Lv61
Pelipper							Lv60 ▶			Lv61 ▶
Suicune (*1)										Lv65 ▶
Empoleon										
Glalie										
Garchomp										
Golduck										
Walrein										
Lombre										
Swampert										

*1— Appears on one of these floors if Suicune's Challenge Letter is accepted

B10F

A special floor will appear

If you receive and accept Suicune's Challenge Letter, this Pokémon will be waiting somewhere between B10–B19F. Although you could just move on to the next floor, Suicune is easy to recruit if you defeat it, so take it on if your HP is high enough. The same rule applies to Mewtwo (Sky Stairway), Raikou (Southeast Islands), and Entei (Inferno Cave).



Suicune's floor has a set shape with no other enemy Pokémon, and Wonder Orbs won't work here.



If you manage to defeat Suicune, it joins your team after you successfully exit the dungeon.

Dungeon Pokémon Data

Corsola — Water / Rock

Lv	58	59	60	61	62
HP	95	95	96	97	98
Exp.	80	81	82	84	85

MOVES: Earth Power, Spike Cannon, Rock Blast

Dragonair — Water

Lv	58	59	60	61	62
HP	137	139	140	141	142
Exp.	522	530	538	546	553

MOVES: Outrage, Agility, Dragon Dive

Wailmer — Water

Lv	58	59	60	61	62
HP	172	172	173	174	175
Exp.	864	877	890	903	915

MOVES: Rollout, Water Pulse, Hydro Pump

Tentacruel — Water / Poison

Lv	58	59	60	61	62
HP	116	116	117	118	119
Exp.	529	537	545	553	560

MOVES: Screech, Water Pulse, Hydro Pump

Staryu — Water / Gender ?

Lv	58	59	60	61	62
HP	124	125	126	127	128
Exp.	113	115	117	119	120

MOVES: Hydro Pump, BubbleBeam, Recover

Slowbro — Water / Psychic

Lv	58	59	60	61	62
HP	119	119	120	121	122
Exp.	435	442	448	455	461

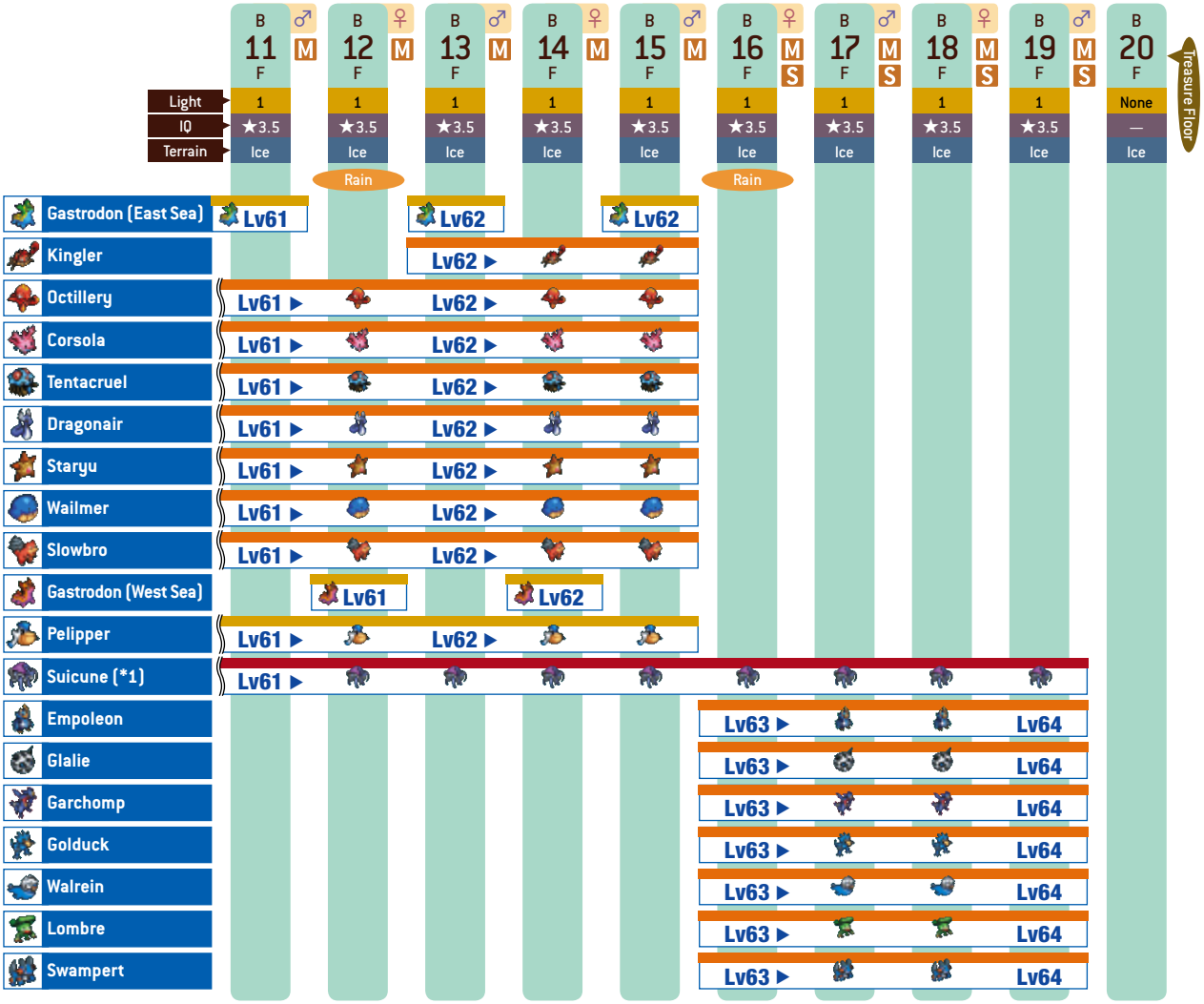
MOVES: Water Pulse, Confusion, Psychic

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Shopkeeper Level: Lv45 (B16–B19F)

Treacherous Waters (B11—B20F)



*1— Appears on one of these floors if Suicune's Challenge Letter is accepted

Dungeon Pokémon Data

Gastrodon (West Sea) — Water / Ground



Lv	58	59	60	61	62
HP	130	130	131	132	133
Exp.	757	768	779	791	802

MOVES: Water Pulse, Stomp
ABILITY: Storm Drain

Pelipper — Water / Flying



Lv	60	61	62
HP	124	125	126
Exp.	662	672	681

MOVES: Tailwind, Water Pulse, Hydro Pump

Suicune (*2) — Water



Lv	65
HP	268
Exp.	0

MOVES: Tailwind
ABILITY: Pressure

Empoleon — Water / Steel



Lv	63	64
HP	142	143
Exp.	784	795

MOVES: Fury Swipes, Hydro Pump, BubbleBeam

Glalie — Ice



Lv	63	64
HP	138	139
Exp.	720	730

MOVES: Sheer Cold, Blizzard, Powder Snow, Hail

Garchomp — Dragon / Ground



Lv	63	64
HP	128	129
Exp.	770	781

MOVES: Sandstorm, Slash, Crunch

Golduck — Water



Lv	63	64
HP	122	123
Exp.	806	817

MOVES: Fury Swipes, Screech, Water Pulse

Walrein — Ice / Water



Lv	63	64
HP	107	108
Exp.	684	693

MOVES: Blizzard, Powder Snow, Ice Ball, Hail

Lombre — Water / Grass



Lv	63	64
HP	127	128
Exp.	993	1007

MOVES: Fury Swipes, Hydro Pump, BubbleBeam

Swampert — Water / Ground



Lv	63	64
HP	139	140
Exp.	1087	1102

MOVES: Earth Power, Endeavor, Muddy Water, Mud Bomb

*2— Automatically recruited if you defeat it and return to Treasure Town without failing the dungeon

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Obtainable Items

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	B16–B19F
Gravelerock	—	B16–B19F
Stick	—	B16–B19F

Food

Name	Floor	Shop
Apple	All Floors	B16–B19F
Big Apple	—	B16–B19F
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	B16F–B19F
Blinker Seed	All Floors	B16F–B19F
Cheri Berry	All Floors	B16F–B19F
Chesto Berry	All Floors	B16F–B19F
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	
Eyedrop Seed	All Floors	B16F–B19F
Heal Seed	—	B16F–B19F
Hunger Seed	—	B16F–B19F
Joy Seed	B16F–B19F	B16F–B19F
Life Seed	—	B16F–B19F
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	B16F–B19F
Quick Seed	All Floors	B16F–B19F
Rawst Berry	All Floors	B16F–B19F
Reviser Seed	All Floors	—
Reviver Seed	—	B16F–B19F
Sitrus Berry	—	B16F–B19F
Sleep Seed	All Floors	B16F–B19F
Slip Seed	All Floors	—
Stun Seed	All Floors	B16F–B19F
Totter Seed	All Floors	B16F–B19F
Vanish Seed	—	B16F–B19F
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	—	B16F–B19F
Warp Seed	All Floors	B16F–B19F
X-Eye Seed	All Floors	B16F–B19F

Health Drinks

Name	Floor	Shop
Calcium	—	B16–B19F
Ginseng	—	B16–B19F
Iron	—	B16–B19F
Max Elixir	All Floors	B16–B19F
Mix Elixir	All Floors	—
Protein	—	B16–B19F
Zinc	—	B16–B19F

TMs

Name	Floor	Shop
Aerial Ace	—	B16F–B19F
Attract	—	B16F–B19F
Avalanche	—	B16F–B19F
Brick Break	—	B16F–B19F
Brine	—	B16F–B19F
Bullet Seed	—	B16F–B19F
Calm Mind	—	B16F–B19F
Captivate	—	B16F–B19F
Dark Pulse	—	B16F–B19F
Dig	—	B16F–B19F
Dive	—	B16F–B19F
Embargo	—	B16F–B19F
Energy Ball	—	B16F–B19F
Explosion	—	B16F–B19F
Fire Blast	—	B16F–B19F
Flamethrower	—	B16F–B19F
Flash	—	B16F–B19F
Focus Blast	—	B16F–B19F
Focus Punch	—	B16F–B19F
Frustration	—	B16F–B19F
Giga Drain	—	B16F–B19F
Giga Impact	—	B16F–B19F
Gyro Ball	—	B16F–B19F
Hidden Power	—	B16F–B19F
Hyper Beam	—	B16F–B19F
Ice Beam	—	B16F–B19F
Iron Tail	—	B16F–B19F
Light Screen	—	B16F–B19F
Natural Gift	—	B16F–B19F
Overheat	—	B16F–B19F
Payback	—	B16F–B19F
Poison Jab	—	B16F–B19F
Protect	—	B16F–B19F
Psych Up	—	B16F–B19F
Psychic	—	B16F–B19F
Recycle	—	B16F–B19F
Reflect	—	B16F–B19F
Rest	—	B16F–B19F
Roar	—	B16F–B19F
Rock Slide	—	B16F–B19F
Roost	—	B16F–B19F
Safeguard	—	B16F–B19F
Shadow Ball	—	B16F–B19F
Shadow Claw	—	B16F–B19F
Shock Wave	—	B16F–B19F
Sleep Talk	—	B16F–B19F
Sludge Bomb	—	B16F–B19F
SolarBeam	—	B16F–B19F
Stealth Rock	—	B16F–B19F
Steel Wing	—	B16F–B19F
Stone Edge	—	B16F–B19F
Swords Dance	—	B16F–B19F
Taunt	—	B16F–B19F
Thunder Wave	—	B16F–B19F
Thunderbolt	—	B16F–B19F
Torment	—	B16F–B19F
Toxic	—	B16F–B19F
Vacuum-Cut	—	B16F–B19F
Water Pulse	—	B16F–B19F
Wide Slash	—	B16F–B19F
X-Scissor	—	B16F–B19F

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	B16–B19F
All-Mach Orb	—	B16–B19F
Blowback Orb	All Floors	B16–B19F
Cleanse Orb	—	B16–B19F
Decoy Orb	All Floors	B16–B19F
Drought Orb	—	B16–B19F
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	B16–B19F
Foe-Hold Orb	—	B16–B19F
Foe-Seal Orb	All Floors	B16–B19F
Hail Orb	All Floors	—
Hurl Orb	All Floors	B16–B19F
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	B16–B19F
Lob Orb	All Floors	—
Longtoss Orb	All Floors	B16–B19F
Luminous Orb	All Floors	B16–B19F
Mobile Orb	All Floors	B16–B19F
Petrify Orb	All Floors	B16–B19F
Pierce Orb	—	B16–B19F
Pounce Orb	All Floors	B16–B19F
Quick Orb	All Floors	B16–B19F
Radar Orb	All Floors	B16–B19F
Rainy Orb	All Floors	—
Rebound Orb	All Floors	B16–B19F
Rocky Orb	All Floors	B16–B19F
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	B16–B19F
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	B16–B19F
Sizebust Orb	All Floors	—
Slow Orb	All Floors	B16–B19F
Slumber Orb	All Floors	B16–B19F
Spurn Orb	—	B16–B19F
Stairs Orb	All Floors	B16–B19F
Stayaway Orb	All Floors	B16–B19F
Sunny Orb	All Floors	—
Switcher Orb	All Floors	B16–B19F
Totter Orb	All Floors	B16–B19F
Transfer Orb	All Floors	B16–B19F
Trapbust Orb	All Floors	B16–B19F
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	B16–B19F

Trick Boxes

Name	Floor	Shop
Link Box	—	B16–B19F

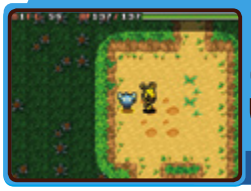
Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Grudge Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

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Dungeon 62

Total 25 F

Replayable Y

Southeastern Islands

Your team leader will have to go solo on this one. There are several floors where Monster Houses are highly likely to appear, so pick a Pokémon that can hit several foes at once.

Special Rules
• Team leader must enter alone • Up to 8 items allowed, but no Poké • No Friend Rescues • Cannot recruit Pokémon • Final floor is always a treasure floor (p.26)

How to Unlock	Reach Master Explorer ★★★Rank
Initial Goal	Reach B25F
Recommended Level	Lv60+

Special Rooms and Terrain			
Room	Monster House (B3–B24F)	Store (All floors)	
Terrain	Water	Trap	Secret Stairs

Tip Use Your IQ to Avoid Traps

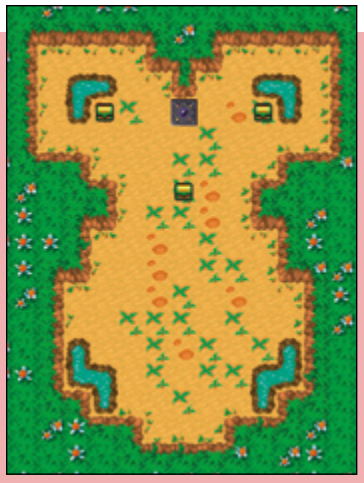
This dungeon has quite a few traps inside. The worst is the Grudge Trap, since you'll be instantly surrounded by a swarm of Pokémon with the Grudge condition. At the very least, go in with a Pokémon that has the Trap Buster IQ Skill. If it also knows Trap Seer, that's even better.



The Metronome Trap is most likely to appear here, but it can also have the Grudge Trap effect.

Treasure Floor

▼▼B25F



Items

● Deluxe Box ×3

Deluxe Box Contents

Wonder Gummi, Sitrus Berry, Life Seed, Reviver Seed, or exclusive item (*1) with 2 ★ rarity, usable by the leader

*1— If there is no exclusive item with ★2 rarity, an item with ★3 rarity will be found

Pokémon To Watch For



Absol B1—B24F

Powers up your moves to use against you

Absol's Me First is a real threat because it takes one of your attack moves and uses it on you, doing 1.5x the normal damage. The more powerful your moves are, the more dangerous Me First becomes; your best strategy is simply to hit Absol from a distance and defeat it before it can get to you.



Hitmontop B1—B24F

Powerful moves, counter-attacking Ability



Hariyama B1—B24F

Hard-hitting Fighting-type moves



Mankey B1—B24F

Has similar Ability as Hitmontop

These Pokémon can use Fighting-type moves like Close Combat to do some real damage. Blindside them with Flying- or Psychic-type moves to knock them out right away. But out of these three Pokémon, Hitmontop and Mankey also have the Counter Basher IQ Skill. If you're not sure you can hit them with a one-hit KO, then don't use physical attacks on them.



If the Counter Basher IQ Skill is in effect, you could have an unexpected problem on your hands.

Dungeon Pokémon Data

Absol Dark



Lv	61	62	63	64	65	66
HP	140	141	142	143	144	145
Exp.	693	702	712	722	732	742

MOVES: Perish Song, Sucker Punch, Quick Attack, Slash, Night Slash, Psycho Cutter ABILITY: Pressure

Elekid Electric



Lv	61	62	63	64	65	66
HP	108	109	110	111	112	113
Exp.	637	646	655	664	673	682

MOVES: Discharge, Screech, Shock Wave, Thunderbolt, Quick Attack, Thunder, ThunderPunch

Girafarig Normal Psychic



Lv	61	62	63	64	65	66
HP	119	120	121	122	123	124
Exp.	630	639	648	657	666	675

MOVES: Double Hit, Agility, Psybeam, Confusion, Crunch, Psychic

Aron Steel Rock



Lv	61	62	63	64	65	66
HP	119	120	121	122	123	124
Exp.	343	347	352	357	362	367

MOVES: Mud Sport, Iron Tail, Iron Head, Headbutt, Metal Claw, Protect, Metal Sound

Gallade Psychic Fighting



Lv	61	62	63	64	65	66
HP	111	112	113	114	115	116
Exp.	735	745	756	766	777	787

MOVES: False Swipe, Fury Cutter, Confusion, Leaf Blade, Slash, Psycho Cutter, Protect

Hitmontop Fighting



Lv	61	62	63	64	65	66
HP	110	111	112	113	114	115
Exp.	854	866	878	890	902	915

MOVES: Triple Kick, Endeavor, Agility, Quick Attack, Rolling Kick, Pursuit, Focus Energy

Magnemite Electric Steel Gender ?



Lv	61	62	63	64	65	66
HP	124	125	126	127	128	129
Exp.	462	468	475	481	488	495

MOVES: Discharge, Screech, Zap Cannon, Spark, ThunderShock, Mirror Shot, Supersonic

Gardevoir Psychic



Lv	61	62	63	64	65	66
HP	105	106	107	108	109	110
Exp.	581	589	597	605	614	622

MOVES: Imprison, Hypnosis, Confusion, Psychic, Healing Wish, Dream Eater, Magical Leaf

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1–B5F) Lv44 (B10) Lv43 (B6–B9F)

	B1F ♂ S	B2F ♀ S	B3F ♂ M S	B4F ♀ M S	B5F ♂ M S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S	B9F ♂ M S	B10F ♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand
				Random				Random		
Absol	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Gallade	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Elekid	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Hitmontop	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Girafarig	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Magnemite	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Aron	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Gardevoir	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Hypno	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Exeggcute	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Ampharos	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Xatu	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Hariyama	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Grumpig	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Plusle	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Umbreon	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Minun	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Mankey	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Murkrow	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Electrike	Lv61 ▶			Lv62 ▶			Lv63 ▶			Lv64 ▶
Raikou (*1)										

*1— Appears on one of these floors if Raikou's Challenge Letter is accepted

Dungeon Pokémon Data

Hypno — Psychic

Lv	61	62	63	64	65	66
HP	130	131	132	133	134	135
Exp.	301	305	309	313	318	322

MOVES: Hypnosis, Nightmare, Psybeam, Confusion, Psychic, Zen Headbutt, Headbutt

Ampharos — Electric

Lv	61	62	63	64	65	66
HP	132	133	134	135	136	137
Exp.	581	589	597	605	614	622

MOVES: Discharge, Signal Beam, ThunderPunch, ThunderShock, Fire Punch, Charge

Hariyama — Fighting

Lv	61	62	63	64	65	66
HP	127	128	129	130	131	132
Exp.	749	759	770	781	791	802

MOVES: Arm Thrust, Fake Out, ExtremeSpeed, Endure, Seismic Toss, Focus Energy, Brine, Close Combat

Plusle — Electric

Lv	61	62	63	64	65	66
HP	111	112	112	113	113	114
Exp.	581	589	597	605	614	622

MOVES: Quick Attack, Thunder, Spark, Helping Hand, Fake Tears, Baton Pass, Agility

Exeggcute — Grass / Psychic

Lv	61	62	63	64	65	66
HP	78	79	80	81	82	83
Exp.	217	220	223	226	229	232

MOVES: Bullet Seed, Barrage, Sleep Powder, Stun Spore, Hypnosis, Confusion, Psychic

Xatu — Psychic / Flying

Lv	61	62	63	64	65	66
HP	116	117	118	119	120	121
Exp.	287	291	295	299	303	307

MOVES: Ominous Wind, Tailwind, Night Shade, Psychic, Confuse Ray, Me First, Psycho Shift

Grumpig — Psychic

Lv	61	62	63	64	65	66
HP	95	96	97	98	99	100
Exp.	812	823	835	846	858	870

MOVES: Psybeam, Psywave, Psychic, Zen Headbutt, Confuse Ray, Bounce

Umbreon — Dark

Lv	61	62	63	64	65	66
HP	138	139	140	141	142	143
Exp.	245	248	252	255	259	262

MOVES: Screech, Quick Attack, Confuse Ray, Helping Hand, Assurance, Pursuit, Faint Attack

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv44 (B11—B14F) Lv45 (B15—B19F) Lv46 (B20F—24F)

	B11F ♂	B12F ♀	B13F ♂	B14F ♀	B15F ♂	B16F ♀	B17F ♂	B18F ♀	B19F ♂	B20F ♀	B21F ♂	B22F ♀
	M S	M S	M S	M S	M S	M S	M S	M S	M S	M S	M S	M S
Light	1	1	1	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand	Sand
		Random			Random							
Absol	Lv64▶			Lv65▶				Lv66▶				
Gallade	Lv64▶			Lv65▶				Lv66▶				
Elekid	Lv64▶			Lv65▶				Lv66▶				
Hitmontop	Lv64▶			Lv65▶				Lv66▶				
Girafarig	Lv64▶			Lv65▶				Lv66▶				
Magnemite	Lv64▶			Lv65▶				Lv66▶				
Aron	Lv64▶			Lv65▶				Lv66▶				
Gardevoir	Lv64▶			Lv65▶				Lv66▶				
Hypno	Lv64▶			Lv65▶				Lv66▶				
Exeggcute	Lv64▶			Lv65▶				Lv66▶				
Ampharos	Lv64▶			Lv65▶				Lv66▶				
Xatu	Lv64▶			Lv65▶				Lv66▶				
Hariyama	Lv64▶			Lv65▶				Lv66▶				
Grumpig	Lv64▶			Lv65▶				Lv66▶				
Plusle	Lv64▶			Lv65▶				Lv66▶				
Umbreon	Lv64▶			Lv65▶				Lv66▶				
Minun	Lv64▶			Lv65▶				Lv66▶				
Mankey	Lv64▶			Lv65▶				Lv66▶				
Murkrow	Lv64▶			Lv65▶				Lv66▶				
Electrike	Lv64▶			Lv65▶				Lv66▶				
Raikou (*1)		Lv65▶								Lv70▶		

*1— Appears on one of these floors if Raikou's Challenge Letter is accepted

Dungeon Pokémon Data

Minun — Electric

Lv	61	62	63	64	65	66
HP	99	100	100	101	101	102
Exp.	581	589	597	605	614	622

MOVES: Agility, Quick Attack, Thunder, Spark, Charm, Helping Hand, Fake Tears, Baton Pass

Mankey — Fighting

Lv	61	62	63	64	65	66
HP	128	129	130	131	132	133
Exp.	245	248	252	255	259	262

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop, Swagger, Seismic Toss, Thrash

Murkrow — Dark / Flying

Lv	61	62	63	64	65	66
HP	148	149	150	151	152	153
Exp.	532	539	547	554	562	570

MOVES: Sucker Punch, Night Shade, Astonish, Assurance, Taunt, Pursuit ABILITY: Super Luck

Electrike — Electric

Lv	61	62	63	64	65	66
HP	125	126	127	128	129	130
Exp.	602	610	619	627	636	645

MOVES: Recharge, Quick Attack, Thunder, Thunder Fang, Spark, Bite ABILITY: LightningRod

Raikou (*2) — Electric

Lv	65	70
HP	263	268
Exp.	0	0

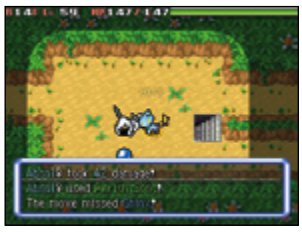
MOVES: Recharge, Quick Attack, Thunder Fang, Spark ABILITY: Pressure

*2— Automatically recruited if you defeat it and return to Treasure Town without failing the dungeon

B14F

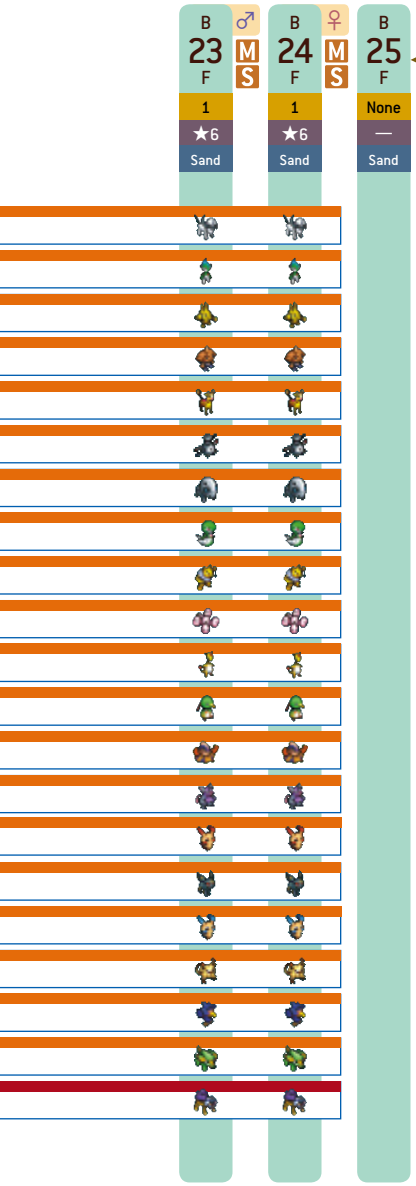
Foe Pokémon have learned more moves

Once you reach B14F, your opponent's levels go up to Lv65, Absol now knows Perish Song, and Gardevoir can use Dream Eater. Perish Song is especially dangerous, so from this point onward, make defeating Absol your first priority if you see it.



The Quick Dodger IQ Skill reduces your risk of being hit by Perish Song.

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B23—B24F

Your opponents' IQ is higher

On these floors, enemy Pokémon have a high IQ and some even have the Intimidator or Quick Dodger IQ Skills. When you battle them, remember that it's hard to score a hit on these foes.



If you have the Twist Band, have the team leader hold it while on these floors.

Obtainable Items

Southeastern Island
Sticky: Yes

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	—	All Floors
Stick	—	All Floors

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple		All Floors
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Joy Seed	B10—B24F	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Quick Seed	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviser Seed	All Floors	—
Reviver Seed	—	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	All Floors	All Floors
Slip Seed	All Floors	—
Stun Seed	All Floors	All Floors
Totter Seed	All Floors	All Floors
Vanish Seed	—	All Floors
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	—	All Floors
Warp Seed	All Floors	All Floors
X-Eye Seed	All Floors	All Floors

Health Drinks

Name	Floor	Shop
Calcium	—	All Floors
Ginseng	—	All Floors
Iron	—	All Floors
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—
Protein	—	All Floors
Zinc	—	All Floors

TMs

Name	Floor	Shop
Aerial Ace	—	All Floors
Attract	—	All Floors
Avalanche	—	All Floors
Brick Break	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Captivate	—	All Floors
Dark Pulse	—	All Floors
Dig	—	All Floors
Dive	—	All Floors
Embargo	—	All Floors
Energy Ball	—	All Floors
Explosion	—	All Floors
Fire Blast	—	All Floors
Flamethrower	—	All Floors
Flash	—	All Floors
Focus Blast	—	All Floors
Focus Punch	—	All Floors
Frustration	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Gyro Ball	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Ice Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Natural Gift	—	All Floors
Overheat	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Protect	—	All Floors
Psych Up	—	All Floors
Psychic	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Ball	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
Sleep Talk	—	All Floors
Sludge Bomb	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Stone Edge	—	All Floors
Swords Dance	—	All Floors
Taunt	—	All Floors
Thunder Wave	—	All Floors
Thunderbolt	—	All Floors
Torment	—	All Floors
Toxic	—	All Floors
Vacuum-Cut	—	All Floors
Water Pulse	—	All Floors
Wide Slash	—	All Floors
X-Scissor	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	—	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	—	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	—	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	All Floors
Lob Orb	All Floors	—
Longtoss Orb	All Floors	All Floors
Luminous Orb	All Floors	All Floors
Mobile Orb	All Floors	All Floors
Petrify Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	All Floors	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	All Floors	—
Rebound Orb	All Floors	All Floors
Rocky Orb	All Floors	All Floors
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	All Floors
Sizebust Orb	All Floors	—
Slow Orb	All Floors	All Floors
Slumber Orb	All Floors	All Floors
Spurn Orb	—	All Floors
Stairs Orb	All Floors	All Floors
Stayaway Orb	All Floors	All Floors
Sunny Orb	All Floors	—
Switcher Orb	All Floors	All Floors
Totter Orb	All Floors	All Floors
Transfer Orb	All Floors	All Floors
Trapbust Orb	All Floors	All Floors
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Boxes

Name	Floor	Shop
Link Box	—	All Floors

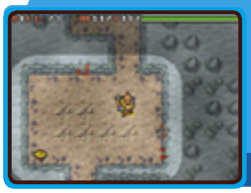
Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Grudge Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

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Dungeon 63

Inferno Cave

Total 30 F

Replayable	Y

In this dungeon, you'll find flowing lava and floors with Sunny weather. On B30F is a Deluxe Box that contains an IQ Booster.

Special Rules	• Only team leader can enter • Up to 8 items allowed, but no Poké • No Friend Rescues • Cannot recruit Pokémon • Final floor is always a treasure floor (p.26)

How to Unlock	Reach Guildmaster Rank
Initial Goal	Reach B30F
Recommended Level	Lv62+

Special Rooms and Terrain			
Room	Monster House (B3–B29F)	Shop (All floors)	
Terrain	Lava	Trap	Secret Stairs

Tip Have a Fire-type Strategy in Mind

Inferno Cave is home to various foes with powerful Fire-type moves. The Flash Fire Ability is handy to have here and so is Rain Dance, which reduces damage from Fire-type moves. Some dungeon Pokémon can pass through walls, so learn moves that work when your opponent is inside a wall.



Pokémon with the Flash Fire Ability include Vulpix, Flareon, Heatran, etc.

Treasure Floor

▼▼B30F

Items
Deluxe Box

Deluxe Box Contents
IQ Booster

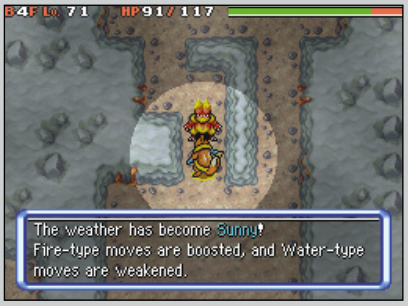


Pokémon To Watch For

Magmar B1—B13F
Uses Sunny Day

Magmortar B15—B29F
Able to change the floor's weather

These two Pokémon can use Sunny Day to turn the weather Sunny. That means Fire-type moves will do more damage, increasing your enemies' odds of taking you down in one shot. So if the weather does change, head for the stairs.



Sunny weather makes Water-type moves less powerful, too.

Gastly B1—B10F
Nightmare and Dream Eater: a killer combo

Haunter B11—B20F
Puts you to Sleep and absorbs your HP

Gengar B21—B29F
Has the same moves as Gastly and Haunter

These Pokémon will hit you with Nightmare, then devour your HP with Dream Eater. You can rest easy if you have the Nonsleeper IQ Skill, but if you have no way to defend against Dream Eater, immobilize these Pokémon and take them out ASAP.



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	B1F ♂ S	B2F ♀ S	B3F ♂ M S	B4F ♀ M S	B5F ♂ M S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S	B9F ♂ M S	B10F ♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
					Sunny		Random			
Gulpin	Lv64 ▶			Lv65 ▶			Lv66 ▶			
Gastly	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67
Cranidos	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67
Numel	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67
Magmar	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Drifloon	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Shuppet	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Rapidash	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Typhlosion	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Aggron	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Misdreavus	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Noctowl	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Vulpix	Lv64 ▶			Lv65 ▶			Lv66 ▶			Lv67 ▶
Swalot									Lv66	Lv67 ▶
Camerupt										
Haunter										
Rampardos										
Entei (*1)										
Magmortar										
Drifblim										
Banette										
Torkoal										
Gengar										

*1— Appears on one of these floors if Entei's Challenge Letter is accepted



Dungeon Pokémon Data

Gulpin — Poison

Lv	64	65	66
HP	138	139	140
Exp.	379	384	390

MOVES: Gunk Shot, Sludge Bomb, Sludge, Toxic, Yawn, Poison Gas, Spit Up, Stockpile

Gastly — Ghost / Poison

Lv	64	65	66	67
HP	109	110	111	112
Exp.	474	481	487	494

MOVES: Spite, Curse, Destiny Bond, Hypnosis, Nightmare, Shadow Ball, Sucker Punch, Night Shade

Cranidos — Rock

Lv	64	65	66	67
HP	126	127	128	129
Exp.	832	843	855	866

MOVES: Screech, Ancient Power, Zen Headbutt, Headbutt, Focus Energy, Assurance, Head Smash

Numel — Fire / Ground

Lv	64	65	66	67
HP	146	147	148	149
Exp.	554	562	570	577

MOVES: Magnitude, Earth Power, Earthquake, Flamethrower, Lava Plume, Ember, Focus Energy

CONTINUED ON P.293

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv44 (B11—B14F) Lv45 (B15–B19F) Lv46 (B20–B24F) Lv47 (B25–B29F)

	B11F ♂ M S	B12F ♀ M S	B13F ♂ M S	B14F ♀ M S	B15F ♂ M S	B16F ♀ M S	B17F ♂ M S	B18F ♀ M S	B19F ♂ M S
Light	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
	Sunny				Random		Random		
Gulpin									
Gastly									
Cranidos									
Numel									
Magmar	Lv67 ▶		Lv68						
Drifloon	Lv67 ▶		Lv68 ▶						
Shuppet	Lv67 ▶		Lv68 ▶						
Rapidash	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Typhlosion	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Aggron	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Misdreavus	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Noctowl	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Vulpix	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Swalot	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Camerupt	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Haunter	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Rampardos	Lv67 ▶		Lv68 ▶			Lv69 ▶			
Entei (*1)					Lv65 ▶				
Magmortar					Lv68	Lv69 ▶			
Drifblim					Lv68	Lv69 ▶			
Banette						Lv69 ▶			
Torkoal									Lv69 ▶
Gengar									

*1— Appears on one of these floors if Entei's Challenge Letter is accepted

B11F

A perilous floor indeed

A Monster House is highly likely to appear on B11F, and the weather here is always Sunny. In case you walk right into a Monster House after coming up the stairs from B10F, keep a Petrify Orb or other area-effect item in reserve.



If you have a weather-changing item like the Rainy Orb or Hail Orb, use it on this floor.

B17F

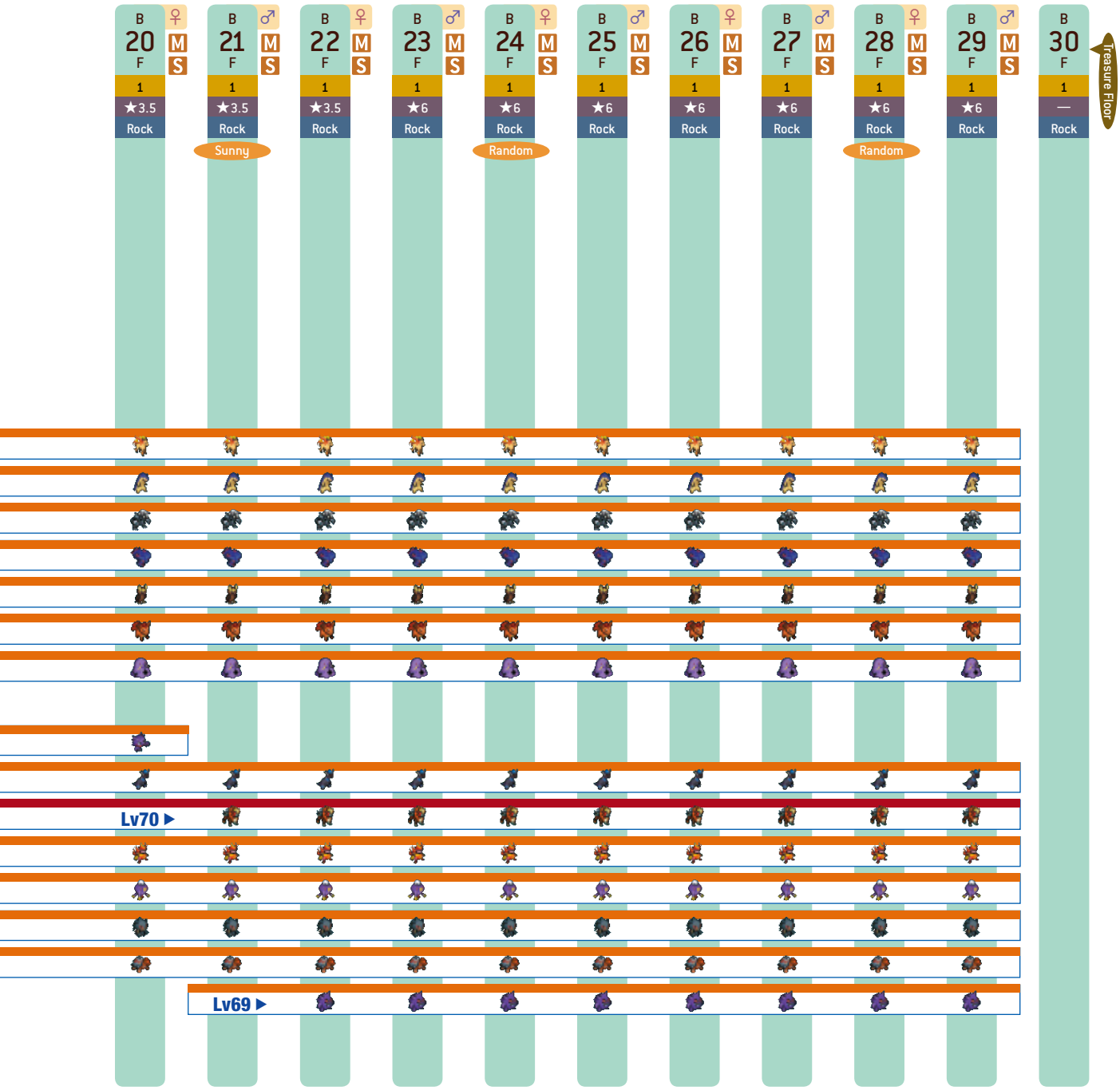
Opponent Pokémon will always use moves

From this floor onward, all the enemy Pokémon have the Exclusive Move-User IQ Skill. That means their attacks are likely to do more damage, so be cautious. Of course, some Pokémon will just wander the floor and not attack you at all.



What's worse, some foes use long-range moves.

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Dungeon Pokémon Data

Magmar — Fire



Lv	64	65	66	67	68
HP	112	113	114	115	116
Exp.	620	629	637	646	654

MOVES: Flamethrower, Lava Plume, Smog, Fire Blast, Fire Punch, Ember, Confuse Ray

Shuppet — Ghost



Lv	64	65	66	67	68
HP	126	127	128	129	130
Exp.	357	362	367	372	377

MOVES: Spite, Screech, Curse, Grudge, Shadow Ball, Sucker Punch, Shadow Sneak, Night Shade

Typhlosion — Fire



Lv	64	65	66	67	68	69
HP	156	157	158	159	160	161
Exp.	671	680	690	699	708	717

MOVES: Rollout, Flamethrower, Quick Attack, Lava Plume, Flame Wheel, Ember, Eruption

Misdreavus — Ghost



Lv	64	65	66	67	68	69
HP	137	138	139	140	141	142
Exp.	730	740	750	760	770	780

MOVES: Perish Song, Spite, Grudge, Psybeam, Psywave, Shadow Ball, Astonish

Drifloon — Ghost / Flying



Lv	64	65	66	67	68
HP	146	147	148	149	150
Exp.	459	466	472	478	485

MOVES: Ominous Wind, Earthquake, Shadow Ball, Constrict **ABILITIES:** Aftermath, Unburden

Rapidash — Fire



Lv	64	65	66	67	68	69
HP	134	135	136	137	138	139
Exp.	678	688	697	706	716	725

MOVES: Fury Attack, Agility, Quick Attack, Poison Jab, Fire Blast, Flare Blitz, Ember

Aggron — Steel / Rock



Lv	64	65	66	67	68	69
HP	114	115	116	117	118	119
Exp.	890	902	915	927	939	951

MOVES: Mud Sport, Iron Tail, Iron Head, Headbutt, Metal Claw, Protect, Metal Sound

Noctowl — Normal / Flying



Lv	64	65	66	67	68	69
HP	145	146	147	148	149	150
Exp.	459	466	472	478	485	491

MOVES: Hypnosis, Confusion, Extrasensory, Air Slash, Zen Headbutt, Dream Eater

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Vulpix — Fire



Lv	64	65	66	67	68	69
HP	128	129	130	131	132	133
Exp.	438	444	450	456	462	468

MOVES: Grudge, Imprison, Flamethrower, Quick Attack, Fire Blast, Ember, Extrasensory

Haunter — Ghost / Poison



Lv	67	68	69
HP	112	113	114
Exp.	547	554	561

MOVES: Spite, Curse, Destiny Bond, Hypnosis, Nightmare, Shadow Ball, Sucker Punch, Night Shade

Magmortar — Fire



Lv	68	69
HP	115	116
Exp.	854	865

MOVES: Hyper Beam, Flamethrower, Lava Plume, ThunderPunch, Smog, Fire Blast

Torkoal — Fire



Lv	69
HP	162
Exp.	616

MOVES: Heat Wave, Flamethrower, Lava Plume, Stomp, Smog, Ember, Protect, SmokeScreen

Swalot — Poison



Lv	66	67	68	69
HP	135	136	137	138
Exp.	757	767	777	787

MOVES: Gunk Shot, Sludge Bomb, Stomp, Sludge, Toxic, Yawn, Poison Gas, Spit Up

Rampardos — Rock



Lv	67	68	69
HP	121	122	123
Exp.	714	723	733

MOVES: Endeavor, Screech, AncientPower, Zen Headbutt, Headbutt, Focus Energy, Assurance

Drifblim — Ghost / Flying



Lv	68	69
HP	146	147
Exp.	854	865

MOVES: Ominous Wind, Explosion, Shadow Ball, Constrict **ABILITY:** Aftermath, Unburden

Gengar — Ghost / Poison



Lv	69
HP	114
Exp.	897

MOVES: Spite, Curse, Desting Bond, Hypnosis, Nightmare, Shadow Ball, Sucker Punch, Night Shade

Camerupt — Fire / Ground



Lv	67	68	69
HP	147	148	149
Exp.	600	608	616

MOVES: Fissure, Magnitude, Earth Power, Earthquake, Lava Plume, Ember, Rock Slide, Focus Energy

Entei (*2) — Fire



Lv	65	70
HP	272	277
Exp.	0	0

MOVES: Flamethrower, Lava Plume, Fire Fang, Ember, Extrasensory **ABILITY:** Pressure

Banette — Ghost



Lv	69
HP	124
Exp.	850

MOVES: Spite, Screech, Curse, Grudge, Shadow Ball, Sucker Punch, Shadow Sneak, Night Shade

*2— Automatically recruited if you defeat it and return to Treasure Town without failing the dungeon

Obtainable Items

Inferno Cave
Sticky: Yes

Equipment

Name	Floor	Shop
Curve Band	All Floors	—
Detect Band	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	—
Insomniscope	All Floors	—
Joy Ribbon	All Floors	—
Munch Belt	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Warp Scarf	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	—	All Floors
Gravelerock	—	All Floors
Stick	—	All Floors

Food

Name	Floor	Shop
Apple	All Floors	All Floors
Big Apple	—	All Floors
Gravelyrock	All Floors	—

Gummis

Name	Floor	Shop
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Joy Seed	B10—B29F	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Quick Seed	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviser Seed	All Floors	—
Reviver Seed	—	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	All Floors	All Floors
Slip Seed	All Floors	—
Stun Seed	All Floors	All Floors
Totter Seed	All Floors	All Floors
Vanish Seed	—	All Floors
Via Seed	All Floors	—
Vile Seed	All Floors	—
Violent Seed	—	All Floors
Warp Seed	All Floors	All Floors
X-Eye Seed	All Floors	All Floors

Health Drinks

Name	Floor	Shop
Calcium	—	All Floors
Ginseng	—	All Floors
Iron	—	All Floors
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—
Protein	—	All Floors
Zinc	—	All Floors

TMs

Name	Floor	Shop
Aerial Ace	—	All Floors
Attract	—	All Floors
Avalanche	—	All Floors
Brick Break	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Captivate	—	All Floors
Dark Pulse	—	All Floors
Dig	—	All Floors
Dive	—	All Floors
Embargo	—	All Floors
Energy Ball	—	All Floors
Explosion	—	All Floors
Fire Blast	—	All Floors
Flamethrower	—	All Floors
Flash	—	All Floors
Focus Blast	—	All Floors
Focus Punch	—	All Floors
Frustration	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Gyro Ball	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Ice Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Natural Gift	—	All Floors
Overheat	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Protect	—	All Floors
Psych Up	—	All Floors
Psychic	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Ball	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
Sleep Talk	—	All Floors
Sludge Bomb	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Stone Edge	—	All Floors
Swords Dance	—	All Floors
Taunt	—	All Floors
Thunder Wave	—	All Floors
Thunderbolt	—	All Floors
Torment	—	All Floors
Toxic	—	All Floors
Vacuum-Cut	—	All Floors
Water Pulse	—	All Floors
Wide Slash	—	All Floors
X-Scissor	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	—	All Floors
All-Mach Orb	All Floors	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	—	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	—	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	—	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	All Floors	—
Hurl Orb	All Floors	All Floors
Identify Orb	All Floors	—
Invisify Orb	All Floors	—
Itemizer Orb	All Floors	All Floors
Lob Orb	All Floors	—
Longtoss Orb	All Floors	All Floors
Luminous Orb	All Floors	All Floors
Mobile Orb	All Floors	All Floors
Petrify Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	All Floors	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	All Floors	—
Rebound Orb	All Floors	All Floors
Rocky Orb	All Floors	All Floors
Rollcall Orb	All Floors	—
Sandy Orb	All Floors	—
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	—
Shocker Orb	All Floors	—
Silence Orb	All Floors	All Floors
Sizebust Orb	All Floors	—
Slow Orb	All Floors	All Floors
Slumber Orb	All Floors	All Floors
Spurn Orb	—	All Floors
Stairs Orb	All Floors	All Floors
Stayaway Orb	All Floors	All Floors
Sunny Orb	All Floors	—
Switcher Orb	All Floors	All Floors
Totter Orb	All Floors	All Floors
Transfer Orb	All Floors	All Floors
Trapbust Orb	All Floors	All Floors
Trapper Orb	All Floors	—
Trawl Orb	All Floors	—
Warp Orb	All Floors	All Floors

Trick Boxes

Name	Floor	Shop
Link Box	—	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Grudge Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Warp Trap	All Floors

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Dungeon 64

Zero Isle North

Total 75 F

Replayable Y

Your opponents can be extremely high level. Unlike Zero Isle East or West, this dungeon won't drop your team's level down to 1, so bring your best Pokémon.

Initial Goal	Reach B75F
Recommended Level	Level 75+

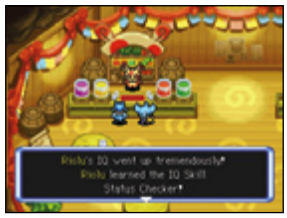
Special Rules	• Cannot recruit Pokémon • No Exp. earned after defeating foes • Final floor is always a treasure floor (p.26)

Special Rooms and Terrain			
Room	Monster House (B6–B74F)	Store (B6–B72F/*1)	Treasure Chamber (*2)
Terrain	Water	Wonder Tile	Trap

Prep Wait Until Your Team is Tough Enough

The Pokémon here are at least Lv50, and the ones appearing from B50F onwards can even be up to Lv90. To keep up with them, your team should be at least Lv60 or Lv70. Many of your foes have attacks that cover an entire room, so fight back by using moves like Heat Wave or Blizzard.

With enemies this powerful, a small mistake can be fatal. Bring at least ten Reviver Seeds and items like Petrify Orbs in case you hit a Monster House. Don't forget Apples and Big Apples, since there's not much food around. And if you want to access all the Treasure Chambers here, you'll also need ten Keys.



Feed your team lots of Gummis beforehand to boost stats and acquire valuable IQ Skills.



If you need more Reviver Seeds, visit the Kecleon Shop or do a shift of sentry duty.

Feature A Store Every Three Floors

From B6F onward, you're likely to encounter a store every three floors. These stores carry precious seeds and berries like Life Seeds, Sitrus Berries, Joy Seeds, and you're also likely to find Health Drinks such as Protein and Zinc. Bring lots of Poké if you plan to make purchases.



The product lineup changes from B60F and up—you won't see Gummis, but you might see a Friend Bow.

Tip Try to Avoid Fights

There's not much use in battling foes here; you won't get Exp. and you can't recruit anyone. If you're not looking for a store or a Treasure Chamber, conserve your HP, PP, and Belly by taking the stairs as soon as you find them.

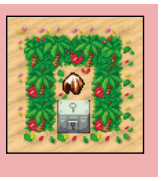


The Stair Sensor IQ Skill lets a Pokémon locate the rough position of the stairs, so you can quickly get to the next floor.

Treasure Chambers

▼▼B10F

Items	Necessary Items
Brown Silk	Key



▼▼B13F

Items	Necessary Items
Sky Silk	Key



▼▼B16F

Items	Necessary Items
Clear Silk	Key [and the ability to cross water]



▼▼B19F

Items	Treasure Box Contents	Necessary Items
Treasure Box	Wonder Gummi, Thunder Veil, Fire Veil, or Freeze Veil	Key



▼▼B22F

Items	Treasure Box Contents	Necessary Items
Treasure Box	Wonder Gummi, Eclipse Robe, Revive Robe, or Shadow Veil	Key [and the ability to cross water]



▼▼B26F

Items	Necessary Items
Orange Silk	Key [and the ability to cross water]



▼▼B30F

Items	Necessary Items
Green Silk	Key [and the ability to cross water]



▼▼B35F

Items	Necessary Items
Silver Silk	Key [and the ability to cross water]



*1—Every 3 floors (B6, B9, B12...) only
*2—B10, B13, B16, B19, B22, B26, B30, B35, B40, B45F

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Treasure Chambers

▼▼B40F

Items
- Joy Seed ×6

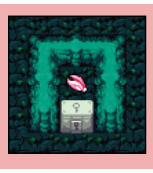
Necessary Items
Key [and the ability to cross water]



▼▼B45F

Items
- Friend Bow

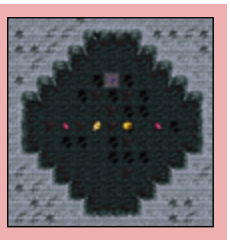
Necessary Items
Key



Treasure Floor

▼▼B75F

Items
- Wonder Crest
- Golden Mask
- Wonder Gummi ×2



Dungeon Pokémon Data

Machamp — Fighting



Lv	50	51	52	53	54
HP	119	120	121	122	123
Exp.	0	0	0	0	0

MOVES: DynamicPunch, Cross Chop

Kabutops — Rock / Water



Lv	50	51	52	53	54
HP	118	118	119	119	120
Exp.	0	0	0	0	0

MOVES: AncientPower, Aqua Jet, Slash

Alakazam — Psychic



Lv	50	51	52	53	54
HP	105	105	106	106	107
Exp.	0	0	0	0	0

MOVES: Psybeam, Confusion, Psycho Cutter

Persian — Normal



Lv	50	51	52	53	54
HP	127	128	129	130	131
Exp.	0	0	0	0	0

MOVES: Fury Swipes, Screech, Fake Out

Electrode — Electric / Gender ?



Lv	50	51	52	53	54
HP	132	133	134	135	136
Exp.	0	0	0	0	0

MOVES: Rollout, Explosion, Selfdestruct

Smoochum — Ice / Psychic / ♀ only



Lv	50	51	52	53	54
HP	127	127	128	128	129
Exp.	0	0	0	0	0

MOVES: Perish Song, Powder Snow, Sing, Blizzard

Yanmega — Bug / Flying



Lv	50	51	52	53	54
HP	114	114	115	115	116
Exp.	0	0	0	0	0

MOVES: Bug Bite, Screech, AncientPower

Slowbro — Water / Psychic



Lv	51	52	53
HP	115	116	116
Exp.	0	0	0

MOVES: Water Pulse, Confusion, Zen Headbutt

Omanyte — Rock / Water



Lv	52	53	54
HP	119	120	121
Exp.	0	0	0

MOVES: Rock Blast, Rollout, AncientPower

Fearow — Normal / Flying



Lv	52	53	54	55
HP	126	126	127	127
Exp.	0	0	0	0

MOVES: Fury Attack, Peck, Mirror Move

Seedot — Grass



Lv	52	53	54	55	57
HP	106	106	107	107	108
Exp.	0	0	0	0	0

MOVE: Explosion
ABILITY: Chlorophyll

Magcargo — Fire / Rock



Lv	53	54
HP	139	140
Exp.	0	0

MOVES: AncientPower, Lava Plume, Stomp

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv55 (B6F) / Lv60 (B9F)

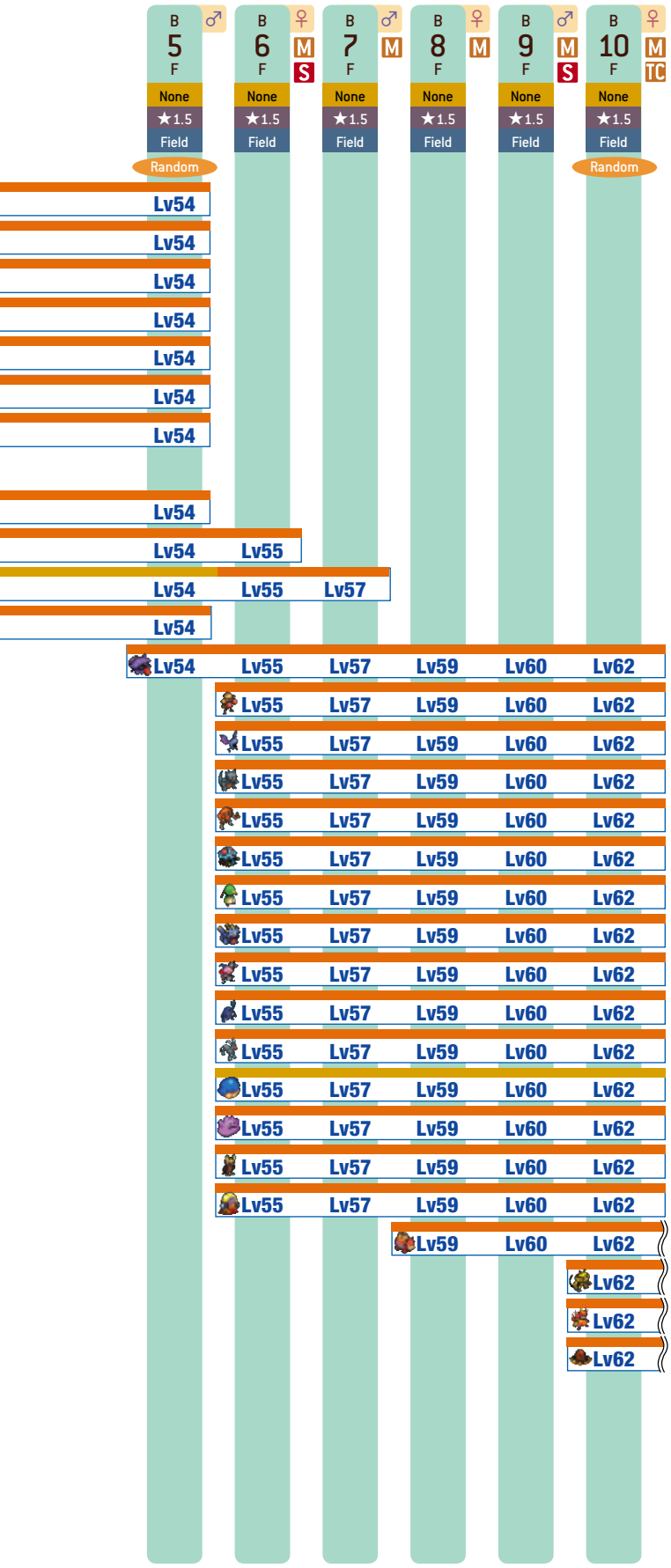
	B1F ♂	B2F ♀	B3F ♂	B4F ♀
Light	None	None	None	None
IQ	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field
Machamp	Lv50	Lv51	Lv52	Lv53
Kabutops	Lv50	Lv51	Lv52	Lv53
Alakazam	Lv50	Lv51	Lv52	Lv53
Persian	Lv50	Lv51	Lv52	Lv53
Electrode	Lv50	Lv51	Lv52	Lv53
Smoochum	Lv50	Lv51	Lv52	Lv53
Yanmega	Lv50	Lv51	Lv52	Lv53
Slowbro		Lv51	Lv52	Lv53
Omanyte			Lv52	Lv53
Fearow			Lv52	Lv53
Seedot			Lv52	Lv53
Magcargo				Lv53
Shellder				
Hitmonchan				
Golbat				
Rhydon				
Hitmonlee				
Tentacruel				
Xatu				
Exploud				
Mr. Mime				
Heracross				
Houndoom				
Wailmer				
Ditto				
Noctowl				
Jynx				
Camerupt				
Electivire				
Magmortar				
Diglett				

B1–B10F

Don't use moves to fight

When you first start out, your opponent Pokémon aren't too tough. It's a waste to use PP by battling here, so stick to regular attacks and deregister your teammate's moves or Exclusive Move-User IQ Skill.

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Dungeon Pokémon Data

Shellder — Water

Lv	54	55	57	59	60
HP	104	105	107	109	110
Exp.	0	0	0	0	0

MOVE: Icicle Spear
ABILITY: Skill Link

Hitmonchan — Fighting — ♂ only

Lv	55	57	59	60	62
HP	118	119	120	121	123
Exp.	0	0	0	0	0

MOVES: Comet Punch, Agility, Vacuum Wave

Golbat — Poison — Flying

Lv	55	57	59	60	62
HP	125	127	129	130	132
Exp.	0	0	0	0	0

MOVES: Screech, Toxic Fang, Air Cutter

Rhydon — Ground — Rock

Lv	55	57	59	60	62
HP	129	130	131	132	134
Exp.	0	0	0	0	0

MOVES: Horn Drill, Earthquake, Rock Blast

Hitmonlee — Fighting — ♂ only

Lv	55	57	59	60	62
HP	119	120	121	122	124
Exp.	0	0	0	0	0

MOVES: Double Kick, Blaze Kick, Rolling Kick

Tentacruel — Water — Poison

Lv	55	57	59	60	62
HP	124	125	126	127	129
Exp.	0	0	0	0	0

MOVES: Screech, Water Pulse, Hydro Pump

Xatu — Psychic — Flying

Lv	55	57	59	60	62
HP	112	113	114	115	117
Exp.	0	0	0	0	0

MOVES: Ominous Wind, Tailwind, Night Shade

Exploud — Normal

Lv	55	57	59	60	62
HP	128	129	130	131	133
Exp.	0	0	0	0	0

MOVES: Screech, Thunder Fang, Crunch

Mr. Mime — Psychic

Lv	55	57	59	60	62
HP	105	107	109	110	112
Exp.	0	0	0	0	0

MOVES: Double Hit, Substitute, Psybeam

Heracross — Bug — Fighting

Lv	55	57	59	60	62
HP	133	135	137	138	140
Exp.	0	0	0	0	0

MOVES: Fury Attack, Night Slash, Endure

Houndoom — Dark — Fire

Lv	55	57	59	60	62
HP	134	135	136	137	139
Exp.	0	0	0	0	0

MOVES: Beat Up, Flamethrower

Wailmer — Water

Lv	55	57	59	60	62
HP	180	181	182	183	185
Exp.	0	0	0	0	0

MOVES: Rollout, Water Pulse, Hydro Pump

Ditto — Normal — Gender ?

Lv	55	57	59	60	62
HP	106	107	108	109	111
Exp.	0	0	0	0	0

MOVE: Transform
ABILITY: Limber

Noctowl — Normal — Flying

Lv	55	57	59	60	62
HP	138	139	140	141	143
Exp.	0	0	0	0	0

MOVES: Hypnosis, Confusion, Extrasensory

Jynx — Ice — Psychic — ♀ only

Lv	55	57	59	60	62
HP	142	143	144	145	147
Exp.	0	0	0	0	0

MOVES: Perish Song, Blizzard, Powder Snow

Camerupt — Fire — Ground

Lv	59	60	62
HP	149	150	152
Exp.	0	0	0

MOVES: Magnitude, Earth Power, Earthquake

Electivire — Electric

Lv	62
HP	129
Exp.	0

MOVES: Discharge, Screech, Shock Wave

Magmortar — Fire

Lv	62
HP	119
Exp.	0

MOVES: Flamethrower, Lava Plume, ThunderPunch

Diglett — Ground

Lv	62
HP	109
Exp.	0

MOVES: Fissure, Magnitude, Earth Power

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv66 (B12F) Lv71 (B15F) Lv74 (B18F)

	B11F ♂ M	B12F ♀ M S	B13F ♂ M	B14F ♀ M	B15F ♂ M S	B16F ♀ M	B17F ♂ M	B18F ♀ M S	B19F ♂ M	B20F ♀ M
Light	None	None	None	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★2	★2	★2	★2	★2	★2	★3.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field
					Random					Random
Camerupt	Lv64	Lv66								
Electivire	Lv64	Lv66	Lv68	Lv70	Lv71					
Magmortar	Lv64	Lv66	Lv68	Lv70	Lv71					
Diglett	Lv64	Lv66	Lv68	Lv70	Lv71	Lv72				
Ariados	Lv64	Lv66	Lv68	Lv70	Lv71					
Feraligatr	Lv64	Lv66	Lv68	Lv70	Lv71					
Octillery	Lv64	Lv66	Lv68	Lv70	Lv71					
Beedrill	Lv64	Lv66	Lv68	Lv70	Lv71					
Shedinja	Lv64	Lv66	Lv68	Lv70	Lv71					
Butterfree	Lv64	Lv66	Lv68	Lv70	Lv71					
Hariyama	Lv64	Lv66	Lv68	Lv70	Lv71					
Magmar	Lv64	Lv66	Lv68	Lv70	Lv71					
Plusle	Lv64	Lv66	Lv68	Lv70	Lv71					
Minun	Lv64	Lv66	Lv68	Lv70	Lv71					
Azumarill	Lv64	Lv66	Lv68	Lv70	Lv71					
Vulpix	Lv64	Lv66	Lv68	Lv70	Lv71					
Armaldo						Lv72	Lv73	Lv74	Lv75	Lv76
Meditite						Lv72	Lv73	Lv74	Lv75	Lv76
Eevee						Lv72	Lv73	Lv74	Lv75	Lv76
Illumise						Lv72	Lv73	Lv74	Lv75	Lv76
Pinsir						Lv72	Lv73	Lv74	Lv75	Lv76
Wartortle						Lv72	Lv73	Lv74	Lv75	Lv76
Breloom						Lv72	Lv73	Lv74	Lv75	Lv76
Krabby						Lv72	Lv73	Lv74	Lv75	Lv76
Torkoal						Lv72	Lv73	Lv74	Lv75	Lv76
Corsola						Lv72	Lv73	Lv74	Lv75	Lv76
Dewgong						Lv72	Lv73	Lv74	Lv75	Lv76
Scyther						Lv72	Lv73	Lv74	Lv75	Lv76
Drowzee						Lv72	Lv73	Lv74	Lv75	Lv76
Medicham						Lv72	Lv73	Lv74	Lv75	Lv76
Bronzong						Lv72	Lv73	Lv74	Lv75	Lv76
Togekiss						Lv72	Lv73	Lv74	Lv75	Lv76
Porygon-Z						Lv72	Lv73	Lv74	Lv75	Lv76
Venomoth						Lv72	Lv73	Lv74	Lv75	Lv76
Forretress										Lv76

B14F

Beware the Monster House

A Monster House is very likely to appear on B14F. If you have X-Ray Specs, you may be able to locate it by looking for an area where a suspiciously high number of items appear. B29F, B46F, and B64F are likely Monster House locations, too.



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Dungeon Pokémon Data

Camerupt — Fire / Ground

Lv	64	66
HP	154	156
Exp.	0	0

MOVES: Magnitude, Earth Power, Earthquake

Electivire — Electric

Lv	64	66	68	70	71
HP	131	133	135	137	138
Exp.	0	0	0	0	0

MOVES: Discharge, Screech, Thunderwave

Magmortar — Fire

Lv	64	66	68	70	71
HP	121	123	125	127	128
Exp.	0	0	0	0	0

MOVES: Hyper Beam, Flamethrower, Lava Plume

Diglett — Ground

Lv	64	66	68	70	71	72
HP	111	113	115	117	118	119
Exp.	0	0	0	0	0	0

MOVES: Fissure, Magnitude, Earth Power

Ariados — Bug / Poison

Lv	64	66	68	70	71
HP	137	139	141	143	144
Exp.	0	0	0	0	0

MOVES: Pin Missile, Fury Swipes, Bug Bite

Feraligatr — Water

Lv	64	66	68	70	71
HP	152	154	156	158	159
Exp.	0	0	0	0	0

MOVES: Screech, Agility, Hydro Pump

Octillery — Water

Lv	64	66	68	70	71
HP	149	151	153	155	156
Exp.	0	0	0	0	0

MOVES: Bullet Seed, Rock Blast

Beedrill — Bug / Poison

Lv	64	66	68	70	71
HP	73	75	77	79	80
Exp.	0	0	0	0	0

MOVES: Pin Missile, Fury Attack, Twineedle

Shedinja — Bug / Ghost / Gender ?

Lv	64	66	68	70	71
HP	14	14	15	15	15
Exp.	0	0	0	0	0

MOVES: Fury Swipes, Spite, Heal Block

Butterfree — Bug / Flying

Lv	64	66	68	70	71
HP	100	102	104	106	107
Exp.	0	0	0	0	0

MOVES: Silver Wind, Sleep Powder, Stun Spore

Hariyama — Fighting

Lv	64	66	68	70	71
HP	140	144	155	146	147
Exp.	0	0	0	0	0

MOVES: Arm Thrust, Fake Out, Force Palm, Endure

Magmar — Fire

Lv	64	66	68	70	71
HP	122	124	126	128	129
Exp.	0	0	0	0	0

MOVES: Flamethrower, Lava Plume, Smog

Plusle — Electric

Lv	64	66	68	70	71
HP	113	114	115	116	116
Exp.	0	0	0	0	0

MOVES: Agility, Quick Attack, Thunder

Minun — Electric

Lv	64	66	68	70	71
HP	101	102	103	104	104
Exp.	0	0	0	0	0

MOVES: Agility, Quick Attack, Thunder

Azumarill — Water

Lv	64	66	68	70	71
HP	75	77	79	81	82
Exp.	0	0	0	0	0

MOVES: Rollout, Hydro Pump, BubbleBeam

Vulpix — Fire

Lv	64	66	68	70	71
HP	128	130	132	134	135
Exp.	0	0	0	0	0

MOVES: Spite, Imprison, Flamethrower

Armaldo — Rock / Bug

Lv	72	73	74	75	76
HP	148	149	150	151	152
Exp.	0	0	0	0	0

MOVES: Rock Blast, Fury Cutter, AncientPower

Meditite — Fighting / Psychic

Lv	72	73	74	75	76
HP	140	141	142	143	144
Exp.	0	0	0	0	0

MOVES: Confusion, Arm Thrust, Pursuit, High Jump Kick

Eevee — Normal

Lv	72	73	74	75	76
HP	127	128	129	130	131
Exp.	0	0	0	0	0

MOVES: Quick Attack, Bite, Helping Hand

Illumise — Bug / ♀ only

Lv	72	73	74	75	76
HP	153	154	155	156	157
Exp.	0	0	0	0	0

MOVES: Quick Attack, Bug Buzz

Pinsir — Bug

Lv	72	73	74	75	76
HP	166	167	168	169	170
Exp.	0	0	0	0	0

MOVES: Guillotine, Seismic Toss, Thrash

Wartortle — Water

Lv	72	73	74	75	76
HP	158	159	160	161	162
Exp.	0	0	0	0	0

MOVES: Water Pulse, Hydro Pump, Bubble

Breloom — Grass / Fighting

Lv	72	73	74	75	76
HP	145	146	147	148	149
Exp.	0	0	0	0	0

MOVES: Stun Spore, Mach Punch, DynamicPunch

Krabby — Water

Lv	72	73	74	75	76
HP	133	134	135	136	137
Exp.	0	0	0	0	0

MOVES: Guillotine, BubbleBeam, Bubble

Torkoal — Fire

Lv	72	73	74	75	76
HP	175	176	177	178	179
Exp.	0	0	0	0	0

MOVES: Heat Wave, Flamethrower, Lava Plume

Corsola — Water / Rock

Lv	72	73	74	75	76
HP	118	119	120	121	122
Exp.	0	0	0	0	0

MOVES: Earth Power, Spike Cannon, Rock Blast

Dewgong — Water / Ice

Lv	72	73	74	75	76
HP	150	151	152	153	154
Exp.	0	0	0	0	0

MOVES: Sheer Cold, Signal Beam

Scyther — Bug / Flying

Lv	72	73	74	75	76
HP	133	134	135	136	137
Exp.	0	0	0	0	0

MOVES: False Swipe, Double Hit, Fury Cutter

Drowzee — Psychic

Lv	72	73	74	75	76
HP	139	140	141	142	143
Exp.	0	0	0	0	0

MOVES: Hypnosis, Psybeam, Confusion

Medicham — Fighting / Psychic

Lv	72	73	74	75	76
HP	140	141	142	143	144
Exp.	0	0	0	0	0

MOVES: Confusion, Force Palm, ThunderPunch

Bronzong — Steel / Psychic / Gender ?

Lv	72	73	74	75	76
HP	160	161	162	163	164
Exp.	0	0	0	0	0

MOVES: Heal Block, Imprison, Hypnosis

Togekiss — Normal / Flying

Lv	72	73	74	75	76
HP	102	103	104	105	106
Exp.	0	0	0	0	0

MOVES: Aura Sphere, ExtremeSpeed, Air Slash

Porygon-Z — Normal / Gender ?

Lv	72	73	74	75	76
HP	146	147	148	149	150
Exp.	0	0	0	0	0

MOVES: Discharge, Agility, Psybeam

Venomoth — Bug / Poison

Lv	72	73	74	75	76
HP	137	138	139	140	141
Exp.	0	0	0	0	0

MOVES: Silver Wind, Sleep Powder, Stun Spore

Forretress — Bug / Steel

Lv	76
HP	137
Exp.	0

MOVES: Bug Bite, Explosion, Selfdestruct, Zap Cannon



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv77 (B21F) Lv80 (B24,B27F) Lv82 (B30F)

	B21F ♂	B21F ♀	B22F ♂	B22F ♀	B23F ♂	B24F ♀	B25F ♂	B26F ♀	B27F ♂	B28F ♀	B29F ♂	B30F ♀
Light	2	M S	2	M TC	2	M	2	M TC	2	M S	2	M S TC
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5	
Terrain	Field		Field		Field		Field		Field		Field	
							Random					Random
Electrode												Lv82 ▶
Forretress	Lv77		Lv78		Lv79		Lv80 ▶					
Sudowoodo	Lv77		Lv78		Lv79		Lv80 ▶					
Haunter	Lv77		Lv78		Lv79		Lv80 ▶					
Golem	Lv77		Lv78		Lv79		Lv80 ▶					
Ivysaur	Lv77		Lv78		Lv79		Lv80 ▶					
Drifblim	Lv77		Lv78		Lv79		Lv80 ▶					
Mankey	Lv77		Lv78		Lv79		Lv80 ▶					
Slaking	Lv77		Lv78		Lv79		Lv80 ▶			Lv81 ▶		
Raichu	Lv77		Lv78		Lv79		Lv80 ▶			Lv81 ▶		Lv82
Magneton	Lv77		Lv78		Lv79		Lv80 ▶			Lv81 ▶		Lv82
Wobbuffet					Lv79		Lv80 ▶			Lv81		
Honchkrow							Lv80 ▶			Lv81 ▶		Lv82
Carvanha								Lv80 ▶		Lv81 ▶		Lv82
Horsea								Lv80 ▶		Lv81 ▶		Lv82
Qwilfish								Lv80 ▶		Lv81 ▶		Lv82
Bayleef								Lv80 ▶		Lv81 ▶		Lv82
Mime Jr.								Lv80 ▶		Lv81 ▶		Lv82
Lunatone								Lv80 ▶		Lv81 ▶		Lv82
Claydol											Lv81	Lv82 ▶
Staraptor												Lv82 ▶



B30F

Foes now use moves instead of regular attacks

All the foes from this floor onward have the Exclusive Move-User IQ Skill and fight only with moves. Once they stop using regular attacks, they become more dangerous, so defeat them as swiftly as you can.



If your foe repeatedly uses moves that hit multiple targets, it's likely to take out some of your teammates.

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Dungeon Pokémon Data

Electrode
Electric | Gender ?



Lv	82
HP	164
Exp.	0

MOVES: Rollout, Explosion, Selfdestruct, Screech, Spark, Charge Beam

Forretress
Bug | Steel



Lv	77	78	79	80
HP	138	139	140	141
Exp.	0	0	0	0

MOVES: Bug Bite, Explosion, Selfdestruct, Zap Cannon, Mirror Shot, Protect, Double-Edge

Sudowoodo
Rock



Lv	77	78	79	80
HP	123	124	125	126
Exp.	0	0	0	0

MOVES: Sucker Punch, Rock Tomb, Rock Slide, Mimic, Wood Hammer

Haunter
Ghost | Poison



Lv	77	78	79	80
HP	122	123	124	125
Exp.	0	0	0	0

MOVES: Spite, Curse, Destiny Bond, Hypnosis, Nightmare, Shadow Ball, Sucker Punch

Golem
Rock | Ground



Lv	77	78	79	80
HP	165	166	167	168
Exp.	0	0	0	0

MOVES: Magnitude, Earthquake, Rock Blast, Rollout, Explosion, Selfdestruct

Ivysaur
Grass | Poison



Lv	77	78	79	80
HP	157	158	159	160
Exp.	0	0	0	0

MOVES: Sleep Powder, Razor Leaf, SolarBeam, Synthesis, Double-Edge

Drifblim
Ghost | Flying



Lv	77	78	79	80
HP	155	156	157	158
Exp.	0	0	0	0

MOVES: Ominous Wind, Explosion, Shadow Ball
ABILITIES: Aftermath, Unburden

Mankey
Fighting



Lv	77	78	79	80
HP	154	155	156	157
Exp.	0	0	0	0

MOVES: Fury Attack, Screech, Cross Chop, Karate Chop, Swagger

Slaking
Normal



Lv	77	78	79	80	81
HP	156	157	158	159	160
Exp.	0	0	0	0	0

MOVES: Swagger, Yawn, Slack Off, Covet, Hammer Arm, Counter, Encore

Raichu
Electric



Lv	77	78	79	80	81	82
HP	145	146	147	148	149	150
Exp.	0	0	0	0	0	0

MOVES: Thunderbolt, Quick Attack, ThunderShock
ABILITY: Static

Magneton
Electric | Steel | Gender ?



Lv	77	78	79	80	81	82
HP	146	147	148	149	150	151
Exp.	0	0	0	0	0	0

MOVES: Discharge, Screech, Zap Cannon, Spark, ThunderShock, Mirror Shot

Wobbuffet
Psychic



Lv	79	80	81
HP	186	187	188
Exp.	0	0	0

MOVES: Destiny Bond, Mirror Coat, Counter, Safeguard
ABILITY: Shadow Tag

Honchkrow
Dark | Flying



Lv	80	81	82
HP	177	178	179
Exp.	0	0	0

MOVES: Dark Pulse, Night Slash, Astonish, Swagger, Sucker Punch
ABILITY: Super Luck

Carvanha
Water | Dark



Lv	80	81	82
HP	155	156	157
Exp.	0	0	0

MOVES: Screech, Agility, Aqua Jet, Crunch
ABILITY: Rough Skin

Horsea
Water



Lv	80	81	82
HP	156	157	158
Exp.	0	0	0

MOVES: Quick Attack, Hydro Pump, BubbleBeam, Bubble, Twister, Focus Energy

Qwilfish
Water | Poison



Lv	80	81	82
HP	160	161	162
Exp.	0	0	0

MOVES: Pin Missile, Rollout, Destiny Bond, Hydro Pump, Poison Jab, Poison Sting

Bayleef
Grass



Lv	80	81	82
HP	178	179	180
Exp.	0	0	0

MOVES: Razor Leaf, Stomp, SolarBeam, Synthesis, Aromatherapy

Mime Jr.
Psychic



Lv	80	81	82
HP	139	140	141
Exp.	0	0	0

MOVES: DoubleSlap, Substitute, Psybeam, Confusion, Psychic, Mimic

Lunatone
Rock | Psychic | Gender ?



Lv	80	81	82
HP	165	166	167
Exp.	0	0	0

MOVES: Explosion, Heal Block, Hypnosis, Psywave, Confusion

Claydol
Ground | Psychic | Gender ?



Lv	81	82
HP	150	151
Exp.	0	0

MOVES: Earth Power, Selfdestruct, Heal Block, Sandstorm, AncientPower

Staraptor
Normal | Flying



Lv	82
HP	127
Exp.	0

MOVES: Endeavor, Agility, Quick Attack, Close Combat, Brave Bird

Pokémon To Watch For



Haunter — B21—B25F

Don't let it be the one doing all the damage

If Haunter inflicts the Nightmare condition on you and then uses Dream Eater, you'll be losing HP while unable to move. That's no good, so defeat Haunter before it has a chate to attack you. And if Haunter is inside a wall, you can still hit it with area-effect moves or throwing items like Gravelerocks.



Bayleef — B26—B30F

Has higher stats than other opponents

Its HP, Attack, and Sp. Attack are among the highest of the foes you'll face in B21–B30F. Plus, the Overgrow Ability doubles the damage of its Grass-type moves when its HP drops below 25%. If you've already lowered Bayleef's HP, knock it out completely before its Ability kicks in.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv83 (B33F) Lv84 (B36F) Lv85 (B39F)

	B31F ♂	B31F ♀	B32F ♂	B32F ♀	B33F ♂	B33F ♀	B34F ♂	B34F ♀	B35F ♂	B35F ♀	B36F ♂	B36F ♀	B37F ♂	B37F ♀	B38F ♂	B38F ♀	B39F ♂	B39F ♀	B40F ♂	B40F ♀
Light	2		2		2		2		2		2		2		2		2		2	
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5	
Terrain	Field		Field		Field		Field		Rock		Rock		Rock		Rock		Rock		Rock	
	M		M		M	S	M		M	TC	M	S	M		M		M	S	M	TC
									Random										Random	
Electrode	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Claydol	Lv82		Lv83 ▶																	
Staraptor	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶							
Nidoran ♂	Lv82		Lv83 ▶				Lv84 ▶													
Jigglypuff	Lv82		Lv83 ▶				Lv84 ▶													
Quilava	Lv82		Lv83 ▶				Lv84 ▶													
Weezing	Lv82		Lv83 ▶				Lv84 ▶													
Absol	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Mawile	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Zangoose	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Mantyke	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Remoraid	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Charmeleon	Lv82		Lv83 ▶				Lv84 ▶						Lv85 ▶						Lv86	
Kingdra					Lv83		Lv84 ▶						Lv85 ▶							
Delibird									Lv84 ▶				Lv85 ▶						Lv86	
Nidoking											Lv84		Lv85 ▶						Lv86	
Manectric													Lv85 ▶						Lv86	



B37—B40F

Watch your Electric-type moves

Manectric has the LightningRod Ability and appears on B37–B40F. Its Ability will nullify any Electric-type moves used in the same room, so use other means to attack it.



This also affects your ability to fight Pokémon who are weak against Electric-type moves, such as Mantyke.

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Dungeon Pokémon Data

Electrode — Electric — Gender ?

Lv	82	83	84	85	86
HP	164	165	166	167	168
Exp.	0	0	0	0	0

MOVES: Rollout, Explosion, Selfdestruct, Screech, Spark, Charge Beam

Claydol — Ground — Psychic — Gender ?

Lv	82	83
HP	151	152
Exp.	0	0

MOVES: Earth Power, Selfdestruct, Heal Block, Sandstorm, AncientPower

Staraptor — Normal — Flying

Lv	82	83	84	85
HP	127	128	129	130
Exp.	0	0	0	0

MOVES: Endeavor, Agility, Quick Attack, Close Combat, Brave Bird

Nidoran♂ — Poison — ♂ only

Lv	82	83	84
HP	183	184	185
Exp.	0	0	0

MOVES: Horn Drill, Fury Attack, Double Kick, Poison Jab, Poison Sting, Flatter, Helping Hand

Jigglypuff — Normal

Lv	82	83	84
HP	127	128	129
Exp.	0	0	0

MOVES: Double Slap, Rollout, Sing, Stomp, Disable, Mimic

Quilava — Fire

Lv	82	83	84
HP	184	185	186
Exp.	0	0	0

MOVES: Rollout, Flamethrower, Quick Attack, SmokeScreen, Flame Wheel, Ember

Weezing — Poison

Lv	82	83	84
HP	165	166	167
Exp.	0	0	0

MOVES: Selfdestruct, Double Hit, Memento, Destiny Bond, Sludge Bomb, Explosion

Absol — Dark

Lv	82	83	84	85	86
HP	171	172	173	174	175
Exp.	0	0	0	0	0

MOVES: Perish Song, Sucker Punch, Quick Attack, Slash, Night Slash **ABILITY:** Pressure

Mawile — Steel

Lv	82	83	84	85	86
HP	153	154	155	156	157
Exp.	0	0	0	0	0

MOVES: Sucker Punch, Crunch, Iron Head, Bite, Astonish, Fake Tears

Zangoose — Normal

Lv	82	83	84	85	86
HP	195	196	197	198	199
Exp.	0	0	0	0	0

MOVES: False Swipe, Fury Cutter, Quick Attack, Slash, Crush Claw, Pursuit

Mantyke — Water — Flying

Lv	82	83	84	85	86
HP	180	181	182	183	184
Exp.	0	0	0	0	0

MOVES: Quick Attack, Water Pulse, Hydro Pump, BubbleBeam, Bubble, Headbutt

Remoraid — Water

Lv	82	83	84	85	86
HP	168	169	170	171	172
Exp.	0	0	0	0	0

MOVES: Bullet Seed, Water Pulse, Psybeam, Signal Beam, Aurora Beam

Charmeleon — Fire

Lv	82	83	84	85	86
HP	170	171	172	173	174
Exp.	0	0	0	0	0

MOVES: Flamethrower, Slash, Fire Fang, Ember, Dragon Rage, SmokeScreen

Kingdra — Water — Dragon

Lv	83	84	85
HP	146	147	148
Exp.	0	0	0

MOVES: Draco Meteor, Agility, Hydro Pump, BubbleBeam, Bubble, Twister

Delibird — Ice — Flying

Lv	84	85	86
HP	172	172	174
Exp.	0	0	0

MOVE: Present
ABILITIES: Hustle, Vital Spirit

Nidoking — Poison — Ground — ♂ only

Lv	84	85	86
HP	174	175	176
Exp.	0	0	0

MOVES: Earth Power, Double Kick, Poison Sting, Thrash, Focus Energy, Megahorn

Manectric — Electric

Lv	85	86
HP	151	152
Exp.	0	0

MOVES: Discharge, Quick Attack, Thunder, Thunder Fang **ABILITY:** LightningRod

Pokémon To Watch For

Nidoran ♂ — B31—B35F
Uses Horn Drill

Absol — B31—B40F
Has a devastating Perish Song

Both of these Pokémon have one-hit KO moves. To stay out of danger, use long-range moves to beat them as fast as you can.



If a teammate is hit with Perish Song, use a move or item to cure the status condition within four turns or else it'll be too late.

Weezing — B31—B35F
Can drastically lower your Attack

Weezing's Memento lowers your Attack and Sp. Attack, and a few uses of the move can render you virtually unable to damage your opponents. If you don't have a way to restore your lowered stats, skip the battles and head straight for the next floor.



Memento drops Weezing's HP to 1, but immediately warps it elsewhere on the floor.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv87 (B42F), Lv88 (B45, B48F)

	B41F ♂ M	B42F ♀ M S	B43F ♂ M	B44F ♀ M	B45F ♂ M S TC	B46F ♀ M	B47F ♂ M	B48F ♀ M S	B49F ♂ M	B50F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★6
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
					Random					Random
Feraligatr	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Octillery	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Dragonite	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Blastoise	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Gastrodon (East Sea)	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Walrein	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Lumineon	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Typhlosion	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Ivysaur	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Meganium	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Metagross	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Charizard	Lv86	Lv87 ▶			Lv88 ▶				Lv89	
Skarmory	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Sceptile	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Blaziken	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Tyranitar	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Swampert	Lv86	Lv87 ▶			Lv88 ▶				Lv89	Lv90
Hippowdon										Lv90 ▶
Drapion										Lv90 ▶
Mamoswine										Lv90 ▶
Tangrowth										Lv90 ▶
Cloyster										Lv90 ▶
Glalie										Lv90 ▶
Salamence										Lv90 ▶
Swalot										Lv90 ▶
Arbok										Lv90 ▶
Starmie										Lv90 ▶
Dugtrio										Lv90 ▶
Poliwrath										Lv90 ▶
Muk										Lv90 ▶
Miltank										Lv90 ▶
Vileplume										Lv90 ▶
Lanturn										Lv90 ▶
Ursaring										Lv90 ▶

B45F

There's a valuable treasure here, but...

You'll find a Friend Bow in the Treasure Chamber on B45F. But if you keep exploring, you'll find the Golden Mask—an even more effective item—on B75F.



If you have 6500 Poké burning a hole in your pocket, you can also buy the Friend Bow at shops inside the dungeon.

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Dungeon Pokémon Data

Feraligatr — Water

Lv	86	87	88	89
HP	174	175	176	177
Exp.	0	0	0	0

MOVES: Screech, Agility, Hydro Cannon

Metagross — Steel / Psychic — Gender ?

Lv	86	87	88	89
HP	174	175	176	177
Exp.	0	0	0	0

MOVES: Agility, Meteor Mash

Tangrowth — Grass

Lv	90
HP	150
Exp.	0

MOVES: Sleep Powder, Stun Spore, AncientPower

Dugtrio — Ground

Lv	90
HP	150
Exp.	0

MOVES: Fissure, Magnitude, Earth Power

Octillery — Water

Lv	86	87	88	89	90
HP	171	172	173	174	175
Exp.	0	0	0	0	0

MOVES: Bullet Seed, Rock Blast

Charizard — Fire / Flying

Lv	86	87	88	89
HP	174	175	176	177
Exp.	0	0	0	0

MOVES: Heat Wave, Flamethrower, Blast Burn

Cloyster — Water / Ice

Lv	90
HP	140
Exp.	0

MOVES: Spike Cannon, Aurora Beam

Poliwrath — Water / Fighting

Lv	90
HP	142
Exp.	0

MOVES: DoubleSlap, Hypnosis

Dragonite — Dragon / Flying

Lv	86	87	88	89
HP	178	179	180	181
Exp.	0	0	0	0

MOVES: Draco Meteor, Outrage, Agility

Skarmory — Steel / Flying

Lv	86	87	88	89	90
HP	170	171	172	173	174
Exp.	0	0	0	0	0

MOVES: Fury Attack, Agility, Slash

Glalie — Ice

Lv	90
HP	165
Exp.	0

MOVES: Sheer Cold, Blizzard, Powder Snow

Muk — Poison

Lv	90
HP	139
Exp.	0

MOVES: Memento, Screech, Gunk Shot

Blastoise — Water

Lv	86	87	88	89
HP	172	172	174	175
Exp.	0	0	0	0

MOVES: Water Pulse, Hydro Cannon, Hydro Pump

Sceptile — Grass

Lv	86	87	88	89	90
HP	169	170	171	172	173
Exp.	0	0	0	0	0

MOVES: False Swipe, Screech, Agility

Salamence — Dragon / Flying

Lv	90
HP	182
Exp.	0

MOVES: Draco Meteor, DragonBreath, Thunder Fang

Miltank — Normal — ♀ only

Lv	90
HP	180
Exp.	0

MOVES: Rollout, Body Slam, Zen Headbutt

Gastrodon (East Sea) — Water

Lv	86	87	88	89
HP	151	152	153	154
Exp.	0	0	0	0

MOVE: Water Pulse
ABILITY: Storm Drain

Blaziken — Fire / Fighting

Lv	86	87	88	89	90
HP	174	175	176	177	178
Exp.	0	0	0	0	0

MOVES: Double Kick, Quick Attack, Blast Burn

Swalot — Poison

Lv	90
HP	159
Exp.	0

MOVES: Gunk Shot, Sludge Bomb, Stomp

Vileplume — Grass / Poison

Lv	90
HP	141
Exp.	0

MOVES: Petal Dance, Stun Spore, SolarBeam

Walrein — Ice / Water

Lv	86	87	88	89
HP	140	141	142	143
Exp.	0	0	0	0

MOVES: Sheer Cold, Blizzard, Powder Snow

Tyranitar — Rock / Dark

Lv	86	87	88	89	90
HP	167	168	169	170	171
Exp.	0	0	0	0	0

MOVES: Earthquake, Screech, Sandstorm

Arbok — Poison

Lv	90
HP	184
Exp.	0

MOVES: Screech, Gunk Shot, Thunder Fang

Lanturn — Water / Electric

Lv	90
HP	173
Exp.	0

MOVES: Discharge, Signal Beam, Hydro Pump

Lumineon — Water

Lv	86	87	88	89
HP	144	145	146	147
Exp.	0	0	0	0

MOVES: Silver Wind
ABILITY: Storm Drain

Swampert — Water / Ground

Lv	86	87	88	89	90
HP	162	163	164	165	166
Exp.	0	0	0	0	0

MOVES: Earthquake, Endeavor, Hydro Cannon

Starmie — Water / Psychic — Gender ?

Lv	90
HP	164
Exp.	0

MOVES: Confuse Ray, Recover, Rapid Spin

Ursaring — Normal

Lv	90
HP	162
Exp.	0

MOVES: Fury Swipes, Lick, Slash

Typhlosion — Fire

Lv	86	87	88	89
HP	188	189	190	191
Exp.	0	0	0	0

MOVES: Rollout, Flamethrower, Quick Attack

Hippowdon — Ground

Lv	90
HP	171
Exp.	0

MOVES: Fissure, Earthquake, Thunder Fang

Ivysaur — Grass / Poison

Lv	86	87	88	89
HP	166	167	168	169
Exp.	0	0	0	0

MOVES: Petal Dance, Sleep Powder, Razor Leaf

Drapion — Poison / Dark

Lv	90
HP	182
Exp.	0

MOVES: Pin Missile, Bug Bite, Poison Fang

Meganium — Grass

Lv	86	87	88	89
HP	184	185	186	187
Exp.	0	0	0	0

MOVES: Petal Dance, Razor Leaf, Body Slam

Mamoswine — Ice / Ground

Lv	90
HP	181
Exp.	0

MOVES: Blizzard, Earthquake, Powder Snow, Double Hit

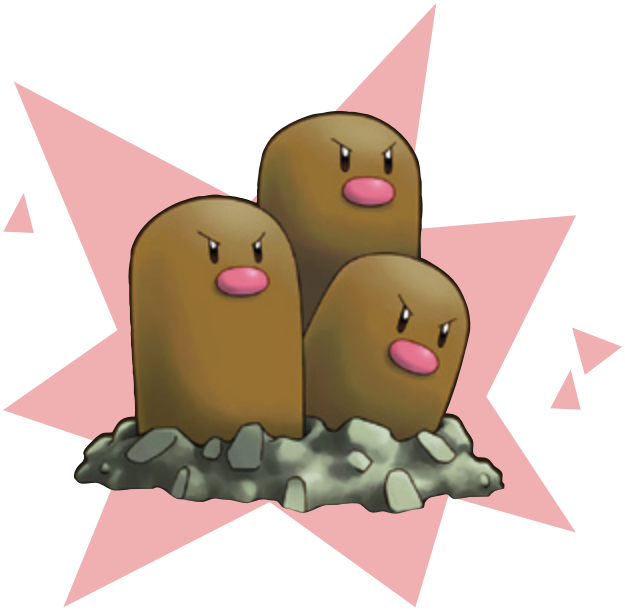


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Pokémon Dungeon Breakdown

Shopkeeper Level — Lv90 (B51, B54, B57, B60F)

	B51F ♂ M S	B52F ♀ M	B53F ♂ M	B54F ♀ M S	B55F ♂ M	B56F ♀ M	B57F ♂ M S	B58F ♀ M	B59F ♂ M	B60F ♀ M S
Light	2	2	2	2	2	2	2	2	2	2
IQ	★6	★6	★6	★6	★6	★6	★6	★6	★6	★6
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
					Random					Random
Hippowdon	Lv90 ▶									
Drapion	Lv90 ▶									
Mamoswine	Lv90 ▶									
Tangrowth	Lv90 ▶									
Cloyster	Lv90 ▶									
Glalie	Lv90 ▶									
Salamence	Lv90 ▶									
Swalot	Lv90 ▶									
Arbok	Lv90 ▶									
Starmie	Lv90 ▶									
Dugtrio	Lv90 ▶									
Poliwrath	Lv90 ▶									
Muk	Lv90 ▶									
Miltank	Lv90 ▶									
Vileplume	Lv90 ▶									
Lanturn	Lv90 ▶									
Ursaring	Lv90 ▶									
Misdreavus					Lv90 ▶					



B55, B60F

Be wary of different foes in different weather

On these floors, the weather conditions are random. If it's a Sandstorm, watch out for Dugtrio; if it's Snow or Hail, be careful of Mamoswine; and if it's Sunny out, then Tangrowth and Vileplume are the foes to look out for.



Depending on the weather, Dugtrio or Mamoswine's Evasiveness will increase, or Tangrowth and Vileplume can attack you twice in a row.

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Dungeon Pokémon Data

Hippowdon — Ground



Lv	90
HP	171
Exp.	0

MOVES: Fissure, Earthquake, Thunder Fang, Crunch, Fire Fang

Dugtrio — Ground



Lv	90
HP	150
Exp.	0

MOVES: Fissure, Magnitude, Earth Power, Earthquake

Drapion — Poison / Dark



Lv	90
HP	182
Exp.	0

MOVES: Pin Missile, Bug Bite, Poison Fang, Thunder Fang

Poliwrath — Water / Fighting



Lv	90
HP	142
Exp.	0

MOVES: DoubleSlap, Hypnosis, BubbleBeam

Mamoswine — Ice / Ground



Lv	90
HP	181
Exp.	0

MOVES: Blizzard, Earthquake, Powder Snow, Double Hit, Hail

Muk — Poison



Lv	90
HP	139
Exp.	0

MOVES: Memento, Screech, Gunk Shot, Sludge Bomb

Tangrowth — Grass



Lv	90
HP	150
Exp.	0

MOVES: Sleep Powder, Stun Spore, AncientPower
ABILITY: Chlorophyll

Miltank — Normal / ♀ only



Lv	90
HP	180
Exp.	0

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp

Cloyster — Water / Ice



Lv	90
HP	140
Exp.	0

MOVES: Spike Cannon, Aurora Beam
ABILITY: Skill Link

Vileplume — Grass / Poison



Lv	90
HP	141
Exp.	0

MOVES: Petal Dance, Stun Spore, SolarBeam

Glalie — Ice



Lv	90
HP	165
Exp.	0

MOVES: Sheer Cold, Blizzard, Powder Snow, Hail, Ice Beam

Lanturn — Water / Electric



Lv	90
HP	173
Exp.	0

MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Salamence — Dragon / Flying



Lv	90
HP	182
Exp.	0

MOVES: Draco Meteor, DragonBreath, Thunder Fang, Crunch

Ursaring — Normal



Lv	90
HP	162
Exp.	0

MOVES: Fury Swipes, Lick, Slash, Thrash

Swalot — Poison



Lv	90
HP	159
Exp.	0

MOVES: Gunk Shot, Sludge Bomb, Body Slam, Sludge

Misdreavus — Ghost



Lv	90
HP	159
Exp.	0

MOVES: Spite, Psywave, Astonish, Magical Leaf

Arbok — Poison



Lv	90
HP	184
Exp.	0

MOVES: Screech, Gunk Shot, Thunder Fang, Mud Bomb

Starmie — Water / Psychic / Gender ?



Lv	90
HP	164
Exp.	0

MOVES: Confuse Ray, Recover, Rapid Spin

Pokémon To Watch For



Mamoswine — B50—B60F
Can easily attack multiple Pokémon at once



Salamence — B50—B70F
Uses Draco Meteor



Lanturn — B50—B74F
Has a long-range attack

These Pokémon have moves, like Charge and Draco Meteor, that hit all enemy targets in the room. If you encounter several of them together, stop them in their tracks by using a Wonder Orb or other method.



Mamoswine has not one, but three room-wide attacks: Earthquake, Blizzard, and Powder Snow.



Hippowdon — B50—B60F
Stay clear of its Fissure



Glalie — B50—B70F
Packs a powerful Ice-type punch



Dugtrio — B50—B74F
Has similar moves to Hippowdon

Each of these Pokémon has a one-hit KO move. If you run into them, defeat them before they have a chance to attack you.



Pokémon with the Levitate Ability have less to fear from Hippowdon and Dugtrio.

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Pokémon Dungeon Breakdown

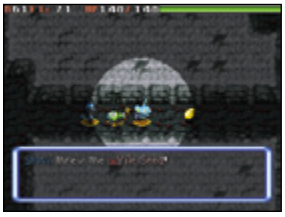
Shopkeeper Level: Lv90 (B63, B66, B69F)

	B61F	B62F	B63F	B64F	B65F	B66F	B67F	B68F	B69F	B70F
	♂ M	♀ M	♂ M S	♀ M	♂ M	♀ M S	♂ M	♀ M	♂ M S	♀ M
Light	1	1	1	1	1	1	1	1	1	1
IQ	★6	★6	★6	★6	★6	★6	★6	★6	★6	★8.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
					Random					Random
Cloyster	Lv90 ▶									
Glalie	Lv90 ▶									
Salamence	Lv90 ▶									
Swalot	Lv90 ▶									
Arbok	Lv90 ▶									
Starmie	Lv90 ▶									
Dugtrio	Lv90 ▶									
Poliwrath	Lv90 ▶									
Muk	Lv90 ▶									
Miltank	Lv90 ▶									
Vileplume	Lv90 ▶									
Lanturn	Lv90 ▶									
Ursaring	Lv90 ▶									
Misdreavus	Lv90 ▶									
Weepinbell	Lv90 ▶									
Gallade	Lv90 ▶									
Skuntank	Lv90 ▶									
Vespiquen	Lv90 ▶									
Carnivine	Lv90 ▶									
Masquerain				Lv90 ▶						
Gengar					Lv90 ▶					

B61F

Decreased visibility

Starting on this floor, you'll only be able to see one square ahead in the corridors. That means you can't spot foes as close as two squares away, but you can avoid unwanted surprises by occasionally stopping to toss a throwing item ahead of you.



Instead of throwing items, you could also throw unwanted items ahead of you as you travel.

B70F

Smarter opposition

Out of all the dungeons, you'll find the foes with the highest IQs lurking on Zero Isle North B70F and above. Some of them have acquired the Pierce Hurler IQ Skill (p.64), so pay attention if you see a message saying that a foe has picked up an item.



A item thrown with the Pierce Hurler IQ Skill can hit all of your teammates in a straight line.

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Dungeon Pokémon Data

Cloyster — Water / Ice



Lv	90
HP	140
Exp.	0

MOVES: Spike Cannon, Aurora Beam
ABILITY: Skill Link

Miltank — Normal / ♀ only



Lv	90
HP	180
Exp.	0

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp

Carnivine — Grass



Lv	90
HP	152
Exp.	0

MOVES: Crunch, Bite, Power Whip, Spit Up

Glalie — Ice



Lv	90
HP	165
Exp.	0

MOVES: Sheer Cold, Blizzard, Powder Snow, Hail, Ice Beam

Vileplume — Grass / Poison



Lv	90
HP	141
Exp.	0

MOVES: Petal Dance, Stun Spore, SolarBeam

Masquerain — Bug / Flying



Lv	90
HP	152
Exp.	0

MOVES: Ominous Wind, Silver Wind, Stun Spore, Bubble

Salamence — Dragon / Flying



Lv	90
HP	182
Exp.	0

MOVES: Draco Meteor, DragonBreath, Thunder Fang, Crunch

Lanturn — Water / Electric



Lv	90
HP	173
Exp.	0

MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Gengar — Ghost / Poison



Lv	90
HP	135
Exp.	0

MOVES: Spite, Curse, Destiny Bond, Hypnosis, Nightmare

Swalot — Poison



Lv	90
HP	159
Exp.	0

MOVES: Gunk Shot, Sludge Bomb, Body Slam, Sludge

Ursaring — Normal



Lv	90
HP	162
Exp.	0

MOVES: Fury Swipes, Lick, Slash, Thrash

Arbok — Poison



Lv	90
HP	184
Exp.	0

MOVES: Screech, Gunk Shot, Thunder Fang, Mud Bomb

Mismagius — Ghost



Lv	90
HP	159
Exp.	0

MOVES: Spite, Psywave, Astonish, Magical Leaf

Starmie — Water / Psychic / Gender ?



Lv	90
HP	164
Exp.	0

MOVES: Confuse Ray, Recover, Rapid Spin, Swift

Weepinbell — Grass / Poison



Lv	90
HP	76
Exp.	0

MOVES: Sleep Powder, Stun Spore, Razor Leaf
ABILITY: Chlorophyll

Dugtrio — Ground



Lv	90
HP	150
Exp.	0

MOVES: Fissure, Magnitude, Earth Power, Earthquake

Gallade — Psychic / Fighting / ♂ only



Lv	90
HP	140
Exp.	0

MOVES: False Swipe, Fury Cutter, Confusion, Leaf Blade

Poliwrath — Water / Fighting



Lv	90
HP	142
Exp.	0

MOVES: DoubleSlap, Hypnosis, BubbleBeam

Skuntank — Poison / Dark



Lv	90
HP	151
Exp.	0

MOVES: Fury Swipes, Explosion, Memento, Screech

Muk — Poison



Lv	90
HP	139
Exp.	0

MOVES: Memento, Screech, Gunk Shot, Sludge Bomb

Vespiquen — Bug / Flying / ♀ only



Lv	90
HP	146
Exp.	0

MOVES: Attack Order, Fury Swipes, Fury Cutter, Destiny Bond

Pokémon To Watch For



Skuntank — B61—B74F

Has lots of nasty moves

Skuntank has a variety of moves to ruin your day: Memento will drastically cut your attack power, Toxic will Badly Poison you, and then there's Explosion. Do whatever you can to keep Stunkank out of commission.



Don't let your guard down just because Skuntank is far away: its Flamethrower can still hit targets in its direct line of attack.



Vespiquen — B61—B74F

Take it out right away



Masquerain — B64—B74F

Watch out for Silver Wind

Vespiquen's Attack Order and Masquerain's Silver Wind can hit foes anywhere in the room. Target these two before they get a chance to use their moves.



Both Pokémon are Bug-and-Flying-types, so Rock-type moves do double damage.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv90 (B72F)

Zero Isle North (B71—B75F)

	B71F ♂ M	B72F ♀ M S	B73F ♂ M	B74F ♀ M	B75F
Light	1	1	1	1	None
IQ	★8.5	★8.5	★8.5	★8.5	—
Terrain	Rock	Rock	Rock	Rock	Rock
				Random	Treasure Floor
Arbok	Lv90▶				
Starmie	Lv90▶				
Dugtrio	Lv90▶				
Poliwrath	Lv90▶				
Muk	Lv90▶				
Miltank	Lv90▶				
Vileplume	Lv90▶				
Lanturn	Lv90▶				
Ursaring	Lv90▶				
Weepinbell	Lv90▶				
Gallade	Lv90▶				
Skuntank	Lv90▶				
Vespiquen	Lv90▶				
Carnivine	Lv90▶				
Masquerain	Lv90▶				
Gengar	Lv90▶				

Dungeon Pokémon Data

Arbok — Poison



Lv	90
HP	184
Exp.	0

MOVES: Screech, Gunk Shot, Thunder Fang, Mud Bomb

Starmie — Water / Psychic / Gender ?



Lv	90
HP	164
Exp.	0

MOVES: Confuse Ray, Recover, Rapid Spin, Swift

Dugtrio — Ground



Lv	90
HP	150
Exp.	0

MOVES: Fissure, Magnitude, Earth Power, Earthquake

Poliwrath — Water / Fighting



Lv	90
HP	142
Exp.	0

MOVES: DoubleSlap, Hypnosis, BubbleBeam

Muk — Poison



Lv	90
HP	139
Exp.	0

MOVES: Memento, Screech, Gunk Shot, Sludge Bomb

Miltank — Normal / ♀ only



Lv	90
HP	180
Exp.	0

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp

Vileplume — Grass / Poison



Lv	90
HP	141
Exp.	0

MOVES: Petal Dance, Stun Spore, SolarBeam

Lanturn — Water / Electric



Lv	90
HP	173
Exp.	0

MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Ursaring — Normal



Lv	90
HP	162
Exp.	0

MOVES: Fury Swipes, Lick, Slash, Thrash

Weepinbell — Grass / Poison



Lv	90
HP	76
Exp.	0

MOVES: Sleep Powder, Stun Spore, Razor Leaf
ABILITY: Chlorophyll

Gallade — Psychic / Fighting / ♂ only



Lv	90
HP	140
Exp.	0

MOVES: False Swipe, Fury Cutter, Confusion, Leaf Blade

Skuntank — Poison / Dark



Lv	90
HP	151
Exp.	0

MOVES: Fury Swipes, Explosion, Memento, Screech

Vespiquen — Bug / Flying / ♀ only



Lv	90
HP	146
Exp.	0

MOVES: Attack Order, Fury Swipes, Fury Cutter, Destiny Bond

Carnivine — Grass



Lv	90
HP	152
Exp.	0

MOVES: Crunch, Bite, Power Whip, Spit Up

Masquerain — Bug / Flying



Lv	90
HP	152
Exp.	0

MOVES: Ominous Wind, Silver Wind, Stun Spore, Bubble

Gengar — Ghost / Poison



Lv	90
HP	135
Exp.	0

MOVES: Spite, Curse, Destiny Bond, Hypnosis, Nightmare

Obtainable Items

Zero Isle North

Sticky: None

Equipment

Name	Floor	Shop
Friend Bow	—	(*1)

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—

Food

Name	Floor	Shop
Gravelyrock	—	(*2)
Huge Apple	B31–B74F	—

Gummis

Name	Floor	Shop
Black Gummi	B31–B74F	(*2)
Blue Gummi	B31–B74F	(*2)
Brown Gummi	B31–B74F	(*2)
Clear Gummi	B31–B74F	(*2)
Gold Gummi	B31–B74F	(*2)
Grass Gummi	B31–B74F	(*2)
Gray Gummi	B31–B74F	(*2)
Green Gummi	B31–B74F	(*2)
Orange Gummi	B31–B74F	(*2)
Pink Gummi	B31–B74F	(*2)
Purple Gummi	B31–B74F	(*2)
Red Gummi	B31–B74F	(*2)
Royal Gummi	B31–B74F	(*2)
Silver Gummi	B31–B74F	(*2)
Sky Gummi	B31–B74F	(*2)
White Gummi	B31–B74F	(*2)
Yellow Gummi	B31–B74F	(*2)

Seeds • Berries

Name	Floor	Shop
Blast Seed	All Floors	(*1)
Blinker Seed	All Floors	(*1)
Cheri Berry	All Floors	(*1)
Chesto Berry	All Floors	(*3)
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	(*1)
Heal Seed	—	(*3)
Hunger Seed	—	(*1)
Joy Seed	—	(*3)
Life Seed	All Floors	(*3)
Oran Berry	All Floors	(*1)
Oren Berry	All Floors	—
Pecha Berry	All Floors	(*1)
Plain Seed	—	(*1)
Pure Seed	All Floors	—
Quick Seed	All Floors	(*1)
Rawst Berry	All Floors	(*1)
Reviser Seed	All Floors	—
Reviver Seed	—	(*1)
Sitrus Berry	All Floors	(*3)
Sleep Seed	All Floors	(*1)
Slip Seed	All Floors	—
Stun Seed	All Floors	(*3)
Totter Seed	All Floors	(*1)
Via Seed	All Floors	—
Vile Seed	All Floors	(*3)
Violent Seed	—	(*1)
Warp Seed	All Floors	(*1)
X-Eye Seed	All Floors	(*1)

Health Drinks

Name	Floor	Shop
Calcium	All Floors	(*2)
Iron	All Floors	(*2)
Max Elixir	All Floors	(*1)
Mix Elixir	All Floors	—
Protein	All Floors	(*2)
Zinc	All Floors	(*2)

Wonder Orbs

Name	Floor	Shop
Cleanse Orb	B31–B74F	—
Drought Orb	B31–B74F	—
Escape Orb	B31–B74F	—
Fill-In Orb	B31–B74F	—
Hurl Orb	B31–B74F	—
Identify Orb	B31–B74F	—
Longtoss Orb	B31–B74F	—
One-Room Orb	B31–B74F	—
Rollcall Orb	B31–B74F	—
Shocker Orb	B31–B74F	—
Sizebust Orb	B31–B74F	—
Stairs Orb	B31–B74F	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Grimy Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors

*1— B60, B63, B66, B69, B72F
*2— B6, B9, B12, B15, B18, B21, B24, B27, B30, B33, B36, B39, B42, B45, B48, B51, B54 B57F
*3— B6, B9, B12, B15, B18, B21, B24, B27, B30, B33, B36, B39, B42, B45,B48, B51, B54, B57, B60, B63, B66, B69, B72F

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Dungeon 65

Zero Isle East

Total 40 F

Replayable Y

This is the easiest of the four dungeons that drop your level down to Lv1. Get your feet wet by exploring this dungeon before you try the other three.

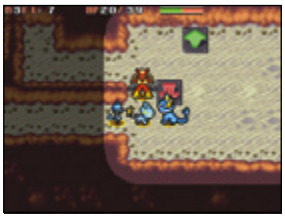
Special Rules	• Level is reset to Lv1 • Up to 16 items allowed • Cannot recruit Pokémon • Final floor is always a treasure floor (p.26)

Initial Goal	Reach B40F
Recommended Level	Lv24+

Special Rooms and Terrain				
Room	Shop (All floors)	Treasure Chamber (B10, B15, B20, B35F)		
Terrain	Water	Wonder Tile	Trap	Secret Stairs

Prep Prepare to Earn a Lot of Exp.

You're allowed to bring up to 16 items into the dungeon. You'll want to stay on the lowest levels as long as you can to earn Exp., so try to take a Stamina Band, a few each of Big Apples and Max Elixirs, and one or two Link Boxes. Don't forget some Reviver Seeds and as many Gravelerocks as you can. If you plan to hit the Treasure Chambers, you'll also need two to four Keys. You could use almost any Pokémon for your team here, unless they're extremely slow to level up. But your team leader should be a Pokémon that has at least two high-PP moves at Lv1, letting you get the most mileage out of its linked moves.



If you have linked moves, look out for PP-Zero Traps. Use a regular attack on the square ahead of you to check for traps.



As long as you have at least one food item or Max Elixir left, spend the early part of the dungeon battling to earn Exp.

Feature Leveling the Field

When you enter Zero Isle East, your level will be reset to Lv1 when you first enter—and your learned moves will reset to Lv1, too. Below are other effects you need to be aware of. These effects are common to all dungeons that reset your level to Lv1.

Effects of Dungeons Where Pokémon Are Reset to Lv1

- Start at ★0.5 IQ
- Linked moves will delink
- Nullifies any stat increases caused by Evolution, hatching from an Egg, or using items

Tip Level Up on the Early Floors

You'll have an easier time clearing Zero Isle East if you earn extra Exp. at the beginning of the dungeon. As soon as you enter, use moves (or linked moves, if you have a Link Box) to battle. If you fight enough foes to build up experience, your Pokémon can reach Lv20 by B10F. Once your level is high enough, you can start exploring in your usual manner.

Because you're likely to find Big Apples and Max Elixirs in this dungeon, conserving Belly and PP is less of a concern. There are no Monster Houses either, so that's one less thing to worry about.

Treasure Chambers

▼▼B10F

Items
- Joy Seed

Necessary Items
Key



▼▼B15F

Items
- Treasure Box

Treasure Box Contents
Wonder Gummi, Hope Robe, Charity Robe, or Edify Robe

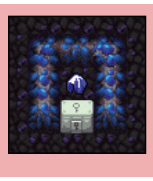
Necessary Items
Key



▼▼B20F

Items
- Royal Silk

Necessary Items
Key



▼▼B35F

Items
- Joy Seed ×2

Necessary Items
Key

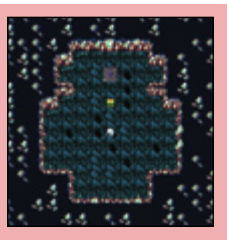


Treasure Floor

▼▼B40F

Items
- White Silk
- Deluxe Box

Deluxe Box Contents
Life Seed or Joy Seed



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B1—B10F)

	B1F ♂ S	B2F ♀ S	B3F ♂ S	B4F ♀ S	B5F ♂ S	B6F ♀ S	B7F ♂ S	B8F ♀ S	B9F ♂ S	B10F ♀ S TC
Light	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
				Cloudy	Cloudy					Random
Corsola	Lv1	Lv2	Lv3							
Shellder	Lv1	Lv2	Lv3							
Dewgong	Lv1	Lv2	Lv3							
Kabuto	Lv1	Lv2	Lv3	Lv4	Lv5					
Azumarill	Lv1	Lv2	Lv3	Lv4	Lv5					
Slowpoke		Lv2	Lv3	Lv4						
Yanma		Lv2	Lv3	Lv4	Lv5					
Tentacruel			Lv3	Lv4	Lv5					
Voltorb			Lv3	Lv4	Lv5					
Mankey			Lv3	Lv4	Lv5					
Spearow			Lv3	Lv4	Lv5	Lv6				
Seedot			Lv3	Lv4	Lv5	Lv6	Lv7			
Heracross				Lv4	Lv5	Lv6	Lv7	Lv8		
Primeape						Lv6	Lv7	Lv8		
Golbat						Lv6	Lv7	Lv8	Lv9	Lv10
Houndour						Lv6	Lv7	Lv8	Lv9	Lv10
Natu						Lv6	Lv7	Lv8	Lv9	Lv10
Wailmer						Lv6	Lv7	Lv8	Lv9	Lv10
Hoothoot						Lv6	Lv7	Lv8	Lv9	Lv10
Ditto						Lv6	Lv7	Lv8	Lv9	Lv10
Mr. Mime								Lv8	Lv9	Lv10
Venonat									Lv9	Lv10
Hitmonlee									Lv9	Lv10

B1—B10F

Budget your moves and regular attacks

The amount of Exp. you earn depends on what Pokémon you're fighting. Use your moves on foes that are worth more Exp. (and use a Linked Move if you can), but stick to regular attacks for foes that are worth less Exp.



If you're fighting a Pokémon worth only 10 Exp. or so, there's not much difference between defeating it with a regular attack and defeating it with a move.

B3F

What to do if you're Poisoned...

Poison Traps and Tentacruel with Poison Sting start to appear from B3F onward. If they poison your Pokémon and you can't cure it, get to the next floor as soon as you can.



A Poisoned Pokémon doesn't automatically regain HP, so it won't last too long if you linger on the same floor.

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Dungeon Pokémon Data

Corsola — Water / Rock

Lv	1	2	3
HP	21	22	23
Exp.	12	13	14

MOVE: Tackle
ABILITIES: Hustle, Natural Cure

Mankey — Fighting

Lv	3	4	5
HP	46	47	47
Exp.	42	45	49

MOVES: Focus Energy, Covet, Low Kick, Scratch, Leer
ABILITY: Vital Spirit

Hoothoot — Normal / Flying

Lv	6	7	8	9	10
HP	28	29	30	31	32
Exp.	88	94	100	106	112

MOVES: Hypnosis, Tackle, Peck, Growl
ABILITIES: Insomnia, Keen Eye

Venonat — Bug / Poison

Lv	9	10
HP	51	54
Exp.	32	34

MOVES: Supersonic, Disable, Tackle, Foresight
ABILITIES: CompoundEyes, Tinted Lens

Shellder — Water

Lv	1	2	3
HP	20	22	24
Exp.	9	9	10

MOVE: Tackle
ABILITY: Shell Armor

Spearow — Normal / Flying

Lv	3	4	5	6
HP	29	32	35	38
Exp.	76	83	89	96

MOVES: Peck, Growl, Leer
ABILITY: Keen Eye

Ditto — Normal / Gender ?

Lv	6	7	8	9	10
HP	42	44	46	48	50
Exp.	94	100	107	113	119

MOVE: Transform
ABILITY: Limber

Hitmonlee — Fighting / ♂ only

Lv	9	10
HP	69	71
Exp.	99	104

MOVES: Double Kick, Rolling Kick, Revenge, Meditate
ABILITIES: Reckless, Limber

Dewgong — Water / Ice

Lv	1	2	3
HP	40	42	44
Exp.	80	88	96

MOVES: Signal Beam, Icy Wind, Headbutt, Growl
ABILITY: Thick Fat

Seedot — Grass

Lv	3	4	5	6	7
HP	39	40	42	43	45
Exp.	21	23	25	27	28

MOVES: Bide, Growth, Harden
ABILITIES: Chlorophyll, Early Bird

Mr. Mime — Psychic

Lv	8	9	10
HP	38	38	38
Exp.	134	142	150

MOVES: Confusion, Copycat, Magical Leaf, Barrier
ABILITIES: Filter, Soundproof

Kabuto — Rock / Water

Lv	1	2	3	4	5
HP	30	33	36	39	42
Exp.	11	12	13	14	15

MOVES: Slash, Harden
ABILITIES: Swift Swim, Battle Armor

Heracross — Bug / Fighting

Lv	4	5	6	7	8
HP	38	39	40	41	42
Exp.	67	72	78	83	88

MOVES: Fury Attack, Night Slash, Endure, Horn Attack, Tackle
ABILITY: Guts

Azumarill — Water

Lv	1	2	3	4	5
HP	22	23	24	25	26
Exp.	85	93	102	110	119

MOVES: Tackle, Water Gun, Tail Whip
ABILITIES: Huge Power, Thick Fat

Primeape — Fighting

Lv	6	7	8
HP	48	48	49
Exp.	193	206	219

MOVES: Focus Energy, Low Kick, Scratch, Fling, Leer
ABILITY: Vital Spirit

Slowpoke — Water / Psychic

Lv	2	3	4
HP	36	38	40
Exp.	22	24	26

MOVES: Yawn, Tackle, Curse
ABILITIES: Oblivious, Own Tempo

Golbat — Poison / Flying

Lv	6	7	8	9	10
HP	38	39	40	41	42
Exp.	169	180	192	203	214

MOVES: Screech, Astonish, Supersonic, Leech Life
ABILITY: Inner Focus

Yanma — Bug / Flying

Lv	2	3	4	5
HP	39	40	41	42
Exp.	81	88	96	103

MOVES: Tackle, Foresight
ABILITIES: Speed Boost, CompoundEyes

Houndour — Dark / Fire

Lv	6	7	8	9	10
HP	45	46	47	48	49
Exp.	97	104	110	117	123

MOVES: Smog, Ember, Leer, Howl
ABILITIES: Flash Fire, Early Bird

Tentacruel — Water / Poison

Lv	3	4	5
HP	57	59	61
Exp.	94	102	110

MOVES: Constrict, Poison Sting, Supersonic
ABILITIES: Liquid Ooze, Clear Body

Natu — Psychic / Flying

Lv	6	7	8	9	10
HP	25	26	27	29	30
Exp.	21	22	23	25	26

MOVES: Night Shade, Peck, Leer, Teleport
ABILITIES: Synchronize, Early Bird

Voltorb — Electric / Gender ?

Lv	3	4	5
HP	32	34	36
Exp.	69	75	81

MOVES: Charge, Tackle
ABILITIES: Static, Soundproof

Wailmer — Water

Lv	6	7	8	9	10
HP	75	78	81	84	87
Exp.	193	206	219	232	245

MOVES: Water Gun, Growl, Splash
ABILITIES: Oblivious, Water Veil

Pokémon To Watch For

Dewgong — B1—B3F

A long-range attacker

Dewgong's stats are relatively high compared to the other Pokémon in this dungeon, and its Icy Wind and Signal Beam can Slow or Confuse you. These moves have a 10-square range, so stay out of Dewgong's direct line of attack. If you're still low level, throw Gravelerocks to halve Dewgong's HP and make your battles easier.



Even when Confused by Signal Beam, you can attack foes with throwing items.

Ditto — B6—B10F

Its Struggle is stronger than you think

Ditto's only attack move is Struggle, but that can do a surprising amount of damage. If it uses Transform to morph into another Pokémon, you won't be able to see if you're facing a Ditto or the real thing. But if your enemy uses Struggle, it must be a Ditto. Take it down quickly so you'll no longer have to put up with its Struggle.

Hitmonlee — B9—B13F

Has high attack power

Hitmonlee has high HP, Defense and Special Defense, so it's a tough Pokémon to take out. Its Double Kick is powerful and deals even more damage if it follows Meditate. But if your Pokémon has a Flying- or Psychic-type move, you can do big damage to Hitmonlee.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B11—B20F)

	B11F ♂ S	B12F ♀ S	B13F ♂ S	B14F ♀ S	B15F ♂ S	B16F ♀ S	B17F ♂ S	B18F ♀ S	B19F ♂ S	B20F ♀ S TC
Light	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Field	Field	Field	Field	Ice	Ice	Ice	Ice	Ice	Ice
							Random			Fog
Mr. Mime	Lv11	Lv12								
Venonat	Lv11	Lv12 ▶								
Hitmonlee	Lv11	Lv12 ▶								
Magneton	Lv11	Lv12 ▶		Lv13						
Spinarak	Lv11	Lv12 ▶		Lv13 ▶						
Feraligatr	Lv11	Lv12 ▶		Lv13 ▶						
Beedrill	Lv11	Lv12 ▶		Lv13 ▶						
Slugma	Lv11	Lv12 ▶		Lv13 ▶						
Chansey	Lv11	Lv12 ▶		Lv13 ▶						
Vulpix	Lv11	Lv12 ▶		Lv13 ▶						
Krabby		Lv12 ▶		Lv13 ▶		Lv14				
Pineco			Lv12	Lv13 ▶		Lv14 ▶				
Magmar			Lv12	Lv13 ▶		Lv14 ▶				
Omanyte				Lv13 ▶		Lv14 ▶				
Wartortle				Lv13 ▶		Lv14 ▶				
Graveler					Lv13	Lv14 ▶			Lv15	
Eevee						Lv14 ▶			Lv15 ▶	
Shroomish						Lv14 ▶			Lv15 ▶	
Haunter						Lv14 ▶			Lv15 ▶	
Bronzor						Lv14 ▶			Lv15 ▶	
Togetic						Lv14 ▶			Lv15 ▶	
Plusle						Lv14 ▶			Lv15 ▶	
Minun						Lv14 ▶			Lv15 ▶	
Pinsir							Lv14	Lv15 ▶		
Scyther							Lv14	Lv15 ▶		
Rhyhorn										Lv15 ▶
Shedinja										Lv15

B16—B20F

Avoid incurring Haunter's Spite

The Haunter here can use Spite, which zeroes the PP of the move your Pokémon last used. Get hit multiple times by this move and it'll definitely cramp your style. When you're on these floors, don't try to earn extra Exp. by sticking around to battle more foes; if you've finished exploring, move on to the next floor.



Haunter's Curse takes a bite out of your Pokémon's HP every three turns. This is a move you definitely don't want it to use.

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Dungeon Pokémon Data

Mr. Mime — Psychic



Lv	11	12
HP	38	38
Exp.	158	165

MOVES: Confusion, Encore, Copycat, Magical Leaf

Venonat — Bug / Poison



Lv	11	12
HP	57	60
Exp.	36	37

MOVES: Confusion, Supersonic, Disable, Tackle

Hitmonlee — Bug / ♂ only



Lv	11	12
HP	73	75
Exp.	110	115

MOVES: Double Kick, Rolling Kick, Revenge
ABILITY: Reckless

Magneton — Electric / Steel / Gender ?



Lv	11	12	13
HP	58	59	60
Exp.	156	163	171

MOVES: ThunderShock, Tri Attack, Supersonic

Spinarak — Bug / Poison



Lv	11	12	13
HP	38	40	42
Exp.	52	54	57

MOVES: Constrict, Poison Sting, String Shot, Leech Life

Feraligatr — Water



Lv	11	12	13
HP	73	77	79
Exp.	270	283	297

MOVES: Bite, Scratch, Water Gun
ABILITY: Torrent

Beedrill — Bug / Poison



Lv	11	12	13
HP	30	31	32
Exp.	62	65	68

MOVES: Fury Attack, Focus Energy
ABILITY: Swarm

Slugma — Fire



Lv	11	12	13
HP	54	55	57
Exp.	110	115	121

MOVES: Smog, Ember, Yawn, Rock Throw

Chansey — Normal / ♀ only



Lv	11	12	13
HP	80	82	84
Exp.	180	189	198

MOVES: Softboiled, Refresh, Pound
ABILITY: Serene Grace

Vulpix — Fire



Lv	11	12	13
HP	48	51	53
Exp.	120	126	132

MOVES: Quick Attack, Ember, Roar
ABILITY: Flash Fire

Krabby — Water



Lv	12	13	14
HP	36	37	38
Exp.	107	112	117

MOVES: Bubble, ViceGrip, Mud Sport, Leer, Harden

Pineco — Bug



Lv	12	13	14
HP	53	55	56
Exp.	100	105	110

MOVES: Bug Bite, Selfdestruct, Protect, Take Down, Tackle

Magmar — Fire



Lv	12	13	14
HP	70	71	72
Exp.	178	187	195

MOVES: Smog, Ember, SmokeScreen, Leer

Omanyte — Rock / Water



Lv	13	14
HP	76	78
Exp.	140	147

MOVES: Constrict, Bite, Water Gun
ABILITY: Swift Swim

Wartortle — Water



Lv	13	14
HP	70	73
Exp.	149	156

MOVES: Bubble, Tackle, Water Gun
ABILITY: Torrent

Graveler — Rock / Ground



Lv	13	14	15
HP	63	65	67
Exp.	160	167	175

MOVES: Magnitude, Rock Polish, Tackle, Rock Throw

Eevee — Normal



Lv	14	15
HP	54	56
Exp.	20	21

MOVES: Helping Hand, Tackle
ABILITIES: Adaptability, Run Away

Shroomish — Grass



Lv	14	15
HP	53	54
Exp.	131	136

MOVES: Stun Spore, Absorb, Leech Seed
ABILITY: Effect Spore

Haunter — Ghost / Poison



Lv	14	15
HP	53	54
Exp.	165	172

MOVES: Spite, Curse, Hypnosis, Night Shade

Bronzor — Steel / Psychic / Gender ?



Lv	14	15
HP	95	97
Exp.	121	127

MOVES: Imprison, Hypnosis, Confusion, Confuse Ray

Togetic — Normal / Flying



Lv	14	15
HP	52	52
Exp.	85	88

MOVES: Sweet Kiss, Yawn, Metronome, Charm

Plusle — Electric



Lv	14	15
HP	55	56
Exp.	190	199

MOVES: Quick Attack, Spark, Helping Hand, Thunder Wave, Growl

Minun — Electric



Lv	14	15
HP	43	44
Exp.	190	199

MOVES: Quick Attack, Spark, Helping Hand, Thunder Wave, Growl

Pinsir — Bug



Lv	14	15
HP	50	53
Exp.	154	160

MOVES: Seismic Toss, Focus Energy, Bind, ViceGrip, Harden

Scyther — Bug / Flying



Lv	14	15
HP	46	49
Exp.	202	211

MOVES: False Swipe, Vacuum Wave, Quick Attack, Focus Energy, Pursuit

Rhyhorn — Ground / Rock



Lv	15
HP	44
Exp.	240

MOVES: Fury Attack, Stomp, Horn Attack
ABILITY: LightningRod

Shedinja — Bug / Ghost / Gender ?



Lv	15
HP	4
Exp.	4

MOVES: Fury Swipes, Leech Life
ABILITY: Wonder Guard

Pokémon To Watch For



Feraligatr — B11—B15F

Fearsome when cornered



Wartortle — B14—B18F

Tougher than other foes on the same floor

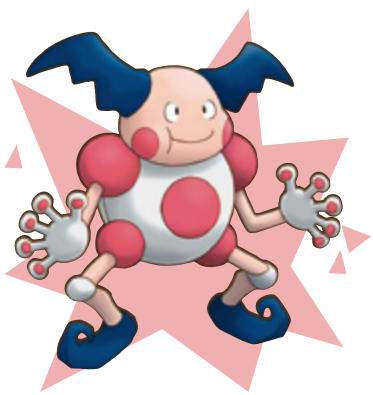
These two have stats that are a little higher than the other Pokémon around them. And when they're low on HP, the Torrent Ability powers up their Water-type moves. If you've already lowered their HP, knock them out in a single hit.



Bronzor — B16—B20F

This one won't be an easy victory

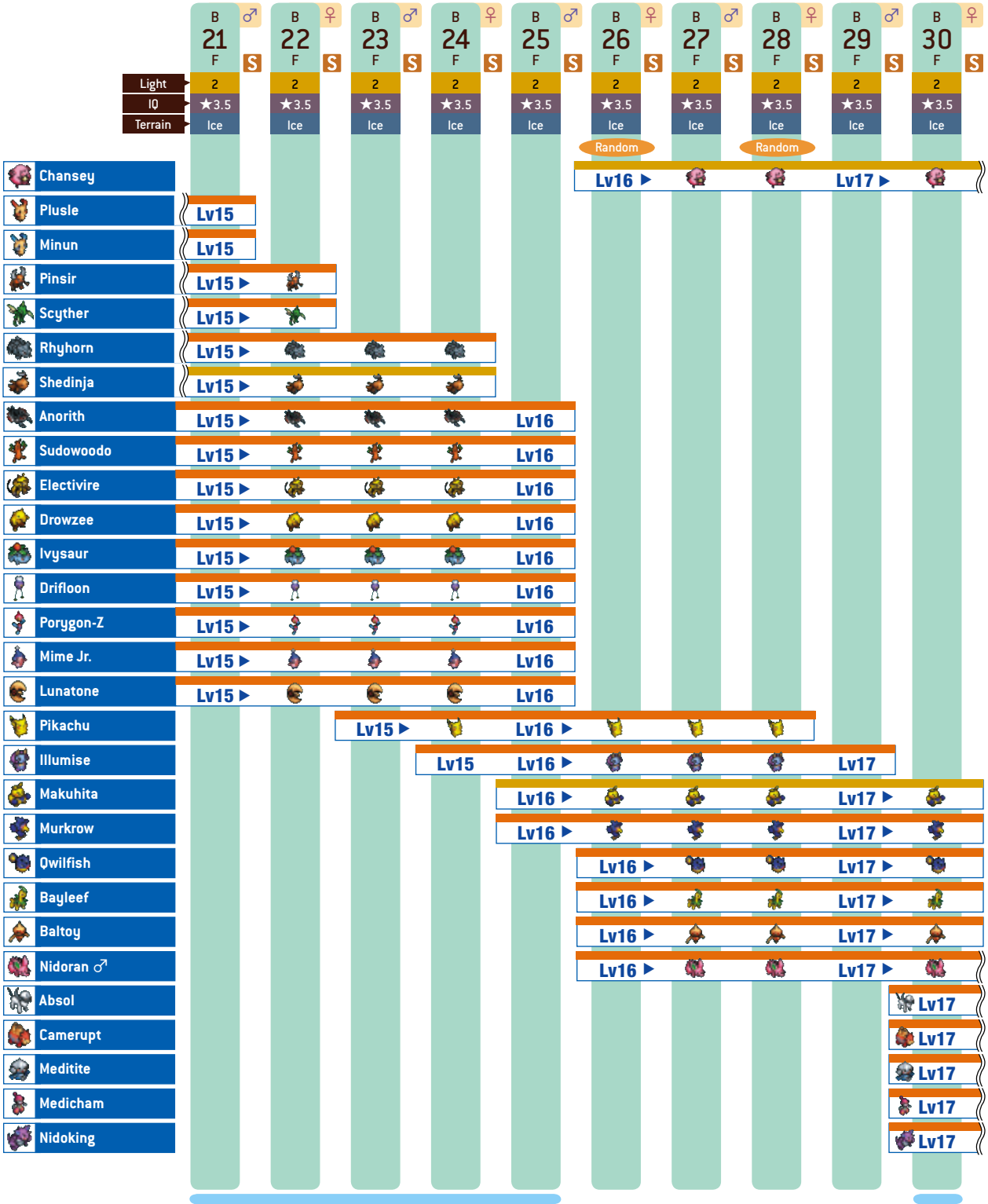
With HP comparable to the Pokémon found on B30F and up, plus the Levitate and Heatproof Abilities to cover for its type weaknesses, Bronzor defies your attempts to do knock-out damage. In a one-on-one fight, you definitely don't want this Pokémon to immobilize you with Hypnosis or Imprison, either. So don't go it alone—get your teammates into the fight to beat Bronzor as quickly as possible.



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B21—B30F)



Don't get drawn into a one-sided fight

There are three Pokémon here who can put opponents to sleep: Drowzee, Ivysaur, and Lunatone. If you battle any of these three, take the precaution of fighting them with multiple Pokémon.

Foes switch to moves instead of regular attacks

Starting from this floor, enemy Pokémon only use moves and not regular attacks. Have your team return the favor by using moves to quickly vanquish the foe.

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Dungeon Pokémon Data

Chansey — Normal — ♀ only

	15	16
Lv	16	17
HP	90	92
Exp.	225	234

MOVES: DoubleSlap, Softboiled, Refresh, Pound

Drowzsee — Psychic

	15	16
Lv	15	16
HP	67	70
Exp.	79	82

MOVES: Hypnosis, Confusion, Disable
ABILITY: Forewarn

Qwilfish — Water — Poison

	16	17
Lv	16	17
HP	90	93
Exp.	205	213

MOVES: Rollout, Poison Sting, Tackle
ABILITY: Swift Swim

Camerupt — Fire — Ground

	17
Lv	17
HP	70
Exp.	205

MOVES: Magnitude, Ember, Focus Energy, Tackle

Plusle — Electric

	15
Lv	15
HP	56
Exp.	199

MOVES: Quick Attack, Spark, Helping Hand, Thunder Wave, Growl

Ivysaur — Grass — Poison

	15	16
Lv	15	16
HP	56	59
Exp.	74	77

MOVES: Sleep Powder, Take Down, Leech Seed, PoisonPowder

Bayleef — Grass

	16	17
Lv	16	17
HP	75	78
Exp.	152	158

MOVES: Razor Leaf, Synthesis, PoisonPowder, Tackle

Meditite — Fighting — Psychic

	17
Lv	17
HP	75
Exp.	127

MOVES: Confusion, Detect, Hidden Power, Bide

Minun — Electric

	15
Lv	15
HP	44
Exp.	199

MOVES: Quick Attack, Spark, Helping Hand, Thunder Wave, Growl

Drifloon — Ghost — Flying

	15	16
Lv	15	16
HP	62	64
Exp.	151	157

MOVES: Constrict, Astonish
ABILITIES: Aftermath, Unburden

Baltoy — Ground — Psychic — Gender ?

	16	17
Lv	16	17
HP	53	55
Exp.	187	195

MOVES: Psybeam, Confusion, Mud-Slap, Rock Tomb

Medicham — Fighting — Psychic

	17
Lv	17
HP	75
Exp.	236

MOVES: Confusion, ThunderPunch, Fire Punch, Ice Punch

Pinsir — Bug

	15
Lv	15
HP	53
Exp.	160

MOVES: Seismic Toss, Focus Energy, Bind, ViceGrip, Harden

Porygon-Z — Normal — Gender ?

	15	16
Lv	15	16
HP	86	88
Exp.	237	247

MOVES: Agility, Psybeam
ABILITY: Adaptability

Nidoran ♂ — Ground — ♂ only

	16	17
Lv	16	17
HP	66	67
Exp.	15	15

MOVES: Double Kick, Poison Sting, Focus Energy, Peck
ABILITY: Poison Point

Nidoking — Poison — Ground — ♂ only

	17
Lv	17
HP	56
Exp.	215

MOVES: Double Kick, Poison Sting, Focus Energy, Peck
ABILITY: Poison Point

Scyther — Bug — Flying

	15
Lv	15
HP	49
Exp.	211

MOVES: False Swipe, Quick Attack, Focus Energy, Pursuit

Mime Jr. — Psychic

	15	16
Lv	15	16
HP	48	48
Exp.	187	195

MOVES: DoubleSlap, Confusion, Encore, Copycat

Absol — Dark

	17
Lv	17
HP	69
Exp.	257

MOVES: Quick Attack, Razor Wind
ABILITY: Pressure

Rhyhorn — Ground — Rock

	15
Lv	15
HP	44
Exp.	240

MOVES: Fury Attack, Stomp, Horn Attack
ABILITY: LightningRod

Lunatone — Rock — Psychic — Gender ?

	15	16
Lv	15	16
HP	60	62
Exp.	235	245

MOVES: Hypnosis, Confusion, Tackle, Rock Throw

Shedinja — Bug — Ghost — Gender ?

	15
Lv	15
HP	4
Exp.	4

MOVES: Fury Swipes, Leech Life
ABILITY: Wonder Guard

Pikachu — Electric

	15	16
Lv	15	16
HP	62	65
Exp.	16	17

MOVES: Quick Attack, ThunderShock
ABILITY: Static

Anorith — Rock — Bug

	15	16
Lv	15	16
HP	40	41
Exp.	36	37

MOVES: Scratch, Water Gun, Mud Sport, Harden

Illumise — Bug — ♀ only

	15	16	17
Lv	15	16	17
HP	64	66	68
Exp.	204	212	221

MOVES: Quick Attack, Charm, Moonlight, Tackle

Sudowoodo — Rock

	15	16
Lv	15	16
HP	53	55
Exp.	84	87

MOVES: Wood Hammer, Low Kick, Flail, Copycat

Makuhita — Fighting

	16	17
Lv	16	17
HP	77	79
Exp.	230	239

MOVES: Arm Thrust, Fake Out, Focus Energy, Vital Throw

Electivire — Electric

	15	16
Lv	15	16
HP	73	75
Exp.	292	305

MOVES: Quick Attack, ThunderShock
ABILITY: Motor Drive

Murkrow — Dark — Flying

	16	17
Lv	16	17
HP	58	61
Exp.	190	197

MOVES: Astonish, Pursuit
ABILITY: Super Luck

Pokémon To Watch For

Makuhita — B25—B30F

Watch out for its consecutive attacks

Look out for Makuhita's Arm Thrust, which makes multiple attacks. Immobilize it by putting it to Sleep or knock it out with Psychic- or Flying-type moves.



If you want to hit Makuhita with a status condition, use moves or items to immobilize Makuhita outright—otherwise, it will still fight back.

Drifloon — B21—B25F

An explosive opponent

There's a chance that Drifloon will explode when it's knocked down to 0 HP. Any floor items in the blast radius will be destroyed, so try to battle it in an empty area.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B31—B39F)

	B31F ♂ S	B32F ♀ S	B33F ♂ S	B34F ♀ S	B35F ♂ S TC	B36F ♀ S	B37F ♂ S	B38F ♀ S	B39F ♂ S	B40F Treasure Floor
Light	2	2	2	2	2	2	2	2	2	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	—
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
						Random				
Chansey	Lv18 ▶									
Nidoran ♂	Lv18									
Absol	Lv18 ▶			Lv19						
Camerupt	Lv18 ▶			Lv19						
Meditite	Lv18 ▶			Lv19 ▶						
Medicham	Lv18 ▶			Lv19 ▶						
Nidoking	Lv18 ▶			Lv19 ▶						
Quilava	Lv18 ▶			Lv19 ▶						
Remoraid	Lv18 ▶			Lv19 ▶			Lv20			
Zangoose	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Misdreavus	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Charmeleon	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Kingdra			Lv18	Lv19 ▶			Lv20 ▶			
Weezing			Lv18	Lv19 ▶			Lv20 ▶		Lv21	
Electrode				Lv19 ▶			Lv20 ▶		Lv21	
Octillery					Lv19		Lv20 ▶		Lv21	
Carvanha					Lv19		Lv20 ▶		Lv21	
Horsea					Lv19		Lv20 ▶		Lv21	
Delibird					Lv19		Lv20 ▶		Lv21	
Torkoal						Lv19	Lv20 ▶		Lv21	
Wynaut						Lv19	Lv20 ▶		Lv21	
Loudred						Lv19	Lv20 ▶		Lv21	
Butterfree						Lv19	Lv20 ▶		Lv21	
Manectric						Lv19	Lv20 ▶		Lv21	

B36F

Don't let it rain on your parade

This floor's weather randomly changes; if it's raining, Kingdra can attack twice per turn with moves like BubbleBeam, which has a 10-square range.



You could be hit by BubbleBeam as soon as you set foot inside a room.

B35—B39F

Always be prepared for the worst

The Delibird found on B35—B39F will only use Present. This move does up to 75 HP of damage, so keep your HP at 76 HP or more to avoid being gifted with a one-hit KO.



However, some types of Pokémon take reduced damage from Present.

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Dungeon Pokémon Data

Chansey
Normal | ♀ only

Lv	18
HP	94
Exp.	243

MOVES: DoubleSlap, Softboiled, Refresh, Pound
ABILITY: Serene Grace

Nidoran ♂
Normal | ♂ only

Lv	18
HP	68
Exp.	16

MOVES: Double Kick, Poison Sting, Focus Energy, Peck, Leer **ABILITY:** Poison Point

Absol
Dark

Lv	18	19
HP	70	71
Exp.	267	277

MOVES: Quick Attack, Razor Wind, Taunt
ABILITIES: Pressure, Super Luck

Camerupt
Fire | Ground

Lv	18	19
HP	72	74
Exp.	213	221

MOVES: Magnitude, Ember, Focus Energy, Tackle
ABILITY: Solid Rock

Meditite
Fighting | Psychic

Lv	18	19
HP	77	79
Exp.	132	137

MOVES: Confusion, Detect, Mind Reader, Hidden Power, Bide **ABILITY:** Pure Power

Medicham
Fighting | Psychic

Lv	18	19
HP	77	79
Exp.	245	254

MOVES: Confusion, ThunderPunch, Fire Punch, Ice Punch, Detect, Mind Reader

Nidoking
Poison | Ground | ♂ only

Lv	18	19
HP	57	58
Exp.	224	232

MOVES: Double Kick, Poison Sting, Focus Energy, Peck
ABILITIES: Poison Point, Rivalry

Quilava
Fire

Lv	18	19
HP	78	81
Exp.	102	106

MOVES: Quick Attack, Ember, SmokeScreen, Tackle, Leer **ABILITY:** Blaze

Remoraid
Water

Lv	18	19	20
HP	95	98	101
Exp.	183	190	197

MOVES: Psybeam, Aurora Beam, BubbleBeam
ABILITY: Sniper

Zangoose
Normal

Lv	18	19	20	21
HP	90	92	94	96
Exp.	307	319	330	342

MOVES: Fury Cutter, Quick Attack, Slash, Scratch, Swords Dance, Leer

Misdreavus
Ghost

Lv	18	19	20	21
HP	67	68	69	70
Exp.	270	280	290	300

MOVES: Spite, Psywave, Astonish, Confuse Ray, Mean Look

Charmeleon
Fire

Lv	18	19	20	21
HP	83	86	89	92
Exp.	113	117	121	126

MOVES: Ember, Dragon Rage, SmokeScreen, Scratch, Scary Face **ABILITY:** Blaze

Kingdra
Water | Dragon

Lv	18	19	20
HP	72	74	76
Exp.	294	305	316

MOVES: BubbleBeam, Bubble, Yawn, Focus Energy
ABILITIES: Swift Swim, Sniper

Weezing
Poison

Lv	18	19	20	21
HP	88	89	90	91
Exp.	205	212	220	228

MOVES: Selfdestruct, Smog, Assurance, SmokeScreen, Poison Gas, Tackle **ABILITY:** Levitate

Electrode
Electric | Gender ?

Lv	19	20	21
HP	68	70	72
Exp.	291	301	312

MOVES: Rollout, Screech, Spark, SonicBoom, Charge, Tackle

Octillery
Water

Lv	19	20	21
HP	97	100	103
Exp.	397	411	426

MOVES: Rock Blast, Psybeam, Gunk Shot, Aurora Beam, BubbleBeam

Carvanha
Water | Dark

Lv	19	20	21
HP	76	78	80
Exp.	473	490	507

MOVES: Screech, Ice Fang, Bite, Swagger, Focus Energy **ABILITY:** Rough Skin

Horsea
Water

Lv	19	20	21
HP	87	89	91
Exp.	151	156	162

MOVES: BubbleBeam, Bubble, Focus Energy, SmokeScreen **ABILITIES:** Swift Swim, Sniper

Delibird
Ice | Flying

Lv	19	20	21
HP	94	96	98
Exp.	313	324	336

MOVE: Present
ABILITIES: Hustle, Vital Spirit

Torkoal
Fire

Lv	19	20	21
HP	87	90	93
Exp.	221	229	237

MOVES: Smog, Ember, SmokeScreen, Fire Spin, Withdraw, Curse

Wynaut
Psychic

Lv	19	20	21
HP	99	101	103
Exp.	112	116	120

MOVES: Destiny Bond, Charm, Mirror Coat, Counter, Encore, Safeguard

Loudred
Normal

Lv	19	20	21
HP	68	70	72
Exp.	274	284	294

MOVES: Bite, Astonish, Pound, Howl, Uproar
ABILITY: Soundproof

Butterfree
Bug | Flying

Lv	19	20	21
HP	55	57	59
Exp.	53	55	57

MOVES: Sleep Powder, Stun Spore, Confusion, Supersonic, PoisonPowder, Gust

Manectric
Electric

Lv	19	20	21
HP	60	63	66
Exp.	352	365	378

MOVES: Quick Attack, Spark, Fire Fang, Tackle
ABILITY: LightningRod



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Obtainable Items

Equipment

Name	Floor	Shop
Bounce Band	All Floors	—
Curve Band	All Floors	—
Def. Scarf	All Floors	All Floors
Friend Bow	—	All Floors
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	All Floors
Insomniscope	All Floors	All Floors
Joy Ribbon	All Floors	All Floors
Lockon Specs	All Floors	—
Munch Belt	All Floors	All Floors
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Pass Scarf	All Floors	—
Pecha Scarf	All Floors	All Floors
Persim Band	All Floors	—
Plain Ribbon	All Floors	—
Power Band	All Floors	All Floors
Racket Band	All Floors	All Floors
Scope Lens	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	All Floors
Warp Scarf	All Floors	—
X-Ray Specs	—	All Floors
Y-Ray Specs	—	All Floors
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	(*1)	All Floors
Gravelerock	(*1)	All Floors
Iron Thorn	(*1)	All Floors
Silver Spike	(*1)	All Floors
Stick	(*1)	All Floors

Food

Name	Floor	Shop
Apple	(*1)	All Floors
Big Apple	(*1)	All Floors
Gravelyrock	(*1)	—
Grimy Food	(*1)	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	(*1)	All Floors
Blinker Seed	(*1)	All Floors
Cheri Berry	(*1)	All Floors
Chesto Berry	(*1)	All Floors
Dough Seed	(*1)	—
Doom Seed	(*1)	—
Dropeye Seed	(*1)	—
Eyedrop Seed	(*1)	All Floors
Heal Seed	(*1)	All Floors
Hunger Seed	—	All Floors
Joy Seed	(*1)	All Floors
Life Seed	(*1)	All Floors
Oran Berry	(*1)	—
Oren Berry	(*1)	—
Pecha Berry	(*1)	All Floors
Pure Seed	(*1)	—
Quick Seed	(*1)	All Floors
Rawst Berry	(*1)	All Floors
Reviser Seed	(*1)	—
Reviver Seed	(*1)	All Floors
Sitrus Berry	(*1)	All Floors

*1— All floors except B20F

Name	Floor	Shop
Sleep Seed	(*1)	All Floors
Slip Seed	(*1)	—
Stun Seed	(*1)	All Floors
Totter Seed	(*1)	All Floors
Vanish Seed	—	All Floors
Via Seed	(*1)	—
Violent Seed	(*1)	All Floors
Warp Seed	(*1)	All Floors
X-Eye Seed	(*1)	All Floors

Health Drinks

Name	Floor	Shop
Calcium	(*1)	All Floors
Ginseng	—	All Floors
Iron	(*1)	All Floors
Max Elixir	(*1)	All Floors
Mix Elixir	(*1)	—
Protein	(*1)	All Floors
Zinc	(*1)	All Floors

TMs

Name	Floor	Shop
Aerial Ace	All Floors	All Floors
Attract	All Floors	All Floors
Avalanche	All Floors	All Floors
Brick Break	All Floors	All Floors
Brine	All Floors	All Floors
Bulk Up	All Floors	—
Bullet Seed	All Floors	All Floors
Calm Mind	All Floors	All Floors
Captivate	All Floors	All Floors
Dark Pulse	All Floors	All Floors
Dig	All Floors	All Floors
Dive	All Floors	All Floors
Dragon Claw	All Floors	—
Embargo	All Floors	All Floors
Energy Ball	All Floors	All Floors
Explosion	All Floors	All Floors
Facade	All Floors	—
Fire Blast	All Floors	All Floors
Flamethrower	All Floors	All Floors
Flash	All Floors	All Floors
Focus Blast	All Floors	All Floors
Focus Punch	All Floors	All Floors
Frustration	—	All Floors
Giga Drain	All Floors	All Floors
Giga Impact	All Floors	All Floors
Gyro Ball	All Floors	All Floors
Hidden Power	All Floors	All Floors
Hyper Beam	All Floors	All Floors
Ice Beam	All Floors	All Floors
Iron Tail	All Floors	All Floors
Light Screen	All Floors	All Floors
Natural Gift	All Floors	All Floors
Overhead	All Floors	All Floors
Payback	All Floors	All Floors
Poison Jab	All Floors	All Floors
Protect	All Floors	All Floors
Psych Up	All Floors	All Floors
Psychic	All Floors	All Floors
Recycle	All Floors	All Floors
Reflect	All Floors	All Floors
Rest	All Floors	All Floors
Roar	All Floors	All Floors
Rock Polish	All Floors	—

Name	Floor	Shop
Rock Slide	All Floors	All Floors
Roost	All Floors	All Floors
Safeguard	All Floors	All Floors
Secret Power	All Floors	—
Shadow Ball	All Floors	All Floors
Shadow Claw	All Floors	All Floors
Shock Wave	All Floors	All Floors
Sleep Talk	All Floors	All Floors
Sludge	All Floors	All Floors
SolarBeam	All Floors	All Floors
Stealth Rock	All Floors	All Floors
Steel Wing	All Floors	All Floors
Stone Edge	All Floors	All Floors
Swords Dance	All Floors	All Floors
Taunt	All Floors	All Floors
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	All Floors
Thunderbolt	All Floors	All Floors
Torment	All Floors	All Floors
Toxic	All Floors	All Floors
Vacuum-Cut	All Floors	All Floors
Water Pulse	All Floors	All Floors
Wide Slash	All Floors	All Floors
X-Scissor	All Floors	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	All Floors	All Floors
Escape Orb	All Floors	—
Evasion Orb	All Floors	All Floors
Fill-In Orb	—	All Floors
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hail Orb	—	All Floors
Hurl Orb	All Floors	All Floors
Identify Orb	—	All Floors
Itemizer Orb	All Floors	All Floors
Lob Orb	All Floors	All Floors
Longtoss Orb	All Floors	All Floors
Luminous Orb	All Floors	All Floors
Mobile Orb	—	All Floors
Mug Orb	All Floors	All Floors
One-Room Orb	All Floors	—
One-Shot Orb	All Floors	All Floors
Pierce Orb	—	All Floors
Pounce Orb	All Floors	All Floors
Quick Orb	All Floors	All Floors
Radar Orb	All Floors	All Floors
Rainy Orb	—	All Floors
Rebound Orb	All Floors	All Floors
Rocky Orb	All Floors	All Floors
Rollcall Orb	All Floors	—
Sandy Orb	—	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	All Floors	All Floors

Name	Floor	Shop
Sizebust Orb	—	All Floors
Slow Orb	All Floors	All Floors
Slumber Orb	All Floors	All Floors
Snatch Orb	All Floors	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	All Floors	All Floors
Sunny Orb	—	All Floors
Switcher Orb	All Floors	All Floors
Totter Orb	All Floors	All Floors
Transfer Orb	All Floors	All Floors
Trapbust Orb	All Floors	All Floors
Trawl Orb	All Floors	—
Two-Edge Orb	All Floors	—
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Other

Name	Floor	Shop
Key	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dungeon 66

Zero Isle West

Total 40 F

Replayable: Y

Like Zero Isle East, this 40-story dungeon will temporarily reset your Pokémon to Lv1. Unlike Zero Isle East, you won't be allowed to bring any items into the dungeon, and there's also the possibility of encountering a Monster House.

Initial Goal	Reach B40F
Recommended Level	Lv22+

Special Rules
• Level is reset to Lv1 • No items allowed • Cannot recruit Pokémon • Final floor is always a treasure floor (p.26) • Can't receive items from rescuers

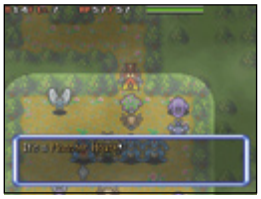
Special Rooms and Terrain			
Room	Monster House (B14–B39F)	Shop (*1)	Treasure Chamber (*2)
Terrain	Water	Wonder Tile	Trap

Prep Choose Pokémon With Growth in Mind

You can't bring any items into Zero Isle West, but you can bring up to four Pokémon in your team. Go for teammates who will level up quickly. Since Monster Houses can appear from B14F onward, Pokémon like Snover or Masquerain would be good teammates to have; even at low levels, they learn area effect moves like Powder Snow and Ominous Wind.



You can bring Poké into the dungeon, but it's not essential—shops don't have a high appearance rate here.



There are some floors where Monster Houses are very likely to appear. You know the drill: prepare moves or items to incapacitate multiple foes.



Spiritomb would make a fine choice for team leader, since it has strong stats at Lv1 and good mobility.

Items The Key is a Constant

There's always a Key somewhere on Zero Isle West B1F. If you want to access the eight Treasure Chambers on the upper floors, starting with B9F, you'll need to get a Key from B1F.



Since you can't bring items to this dungeon, pick up a Key here to open Treasure Chamber doors.

Tip Don't Fight on an Empty Belly

The strategy here is similar to Zero Isle East (p.311): earn lots of Exp. at the outset in order to level up. But earning Exp. is harder this time, as you won't be able to bring food or link moves. Still, the later floors will be even more difficult if you don't level up now, so you might as well spend time leveling up on the earlier floors.



Don't knock yourself out if your food supplies are empty or you're suffering from a condition that constantly depletes your HP—just head for the next floor.

Treasure Chambers

▼▼B9F

Items
● Pink Silk

Necessary Items
Key



▼▼B13F

Items
● Gold Silk

Necessary Items
Key



*1— All floors except B14, B29, B40F
*2— B9, B13, B17, B21, B25, B29, B33, B37F

Treasure Chambers

▼▼B17F

Items
● Treasure Box

Treasure Box Contents
Havoc Robe, Life Ring, Heart Brooch, or Eon Veil

Necessary Items
Key



▼▼B21F

Items
● Gray Silk

Necessary Items
Key



▼▼B25F

Items
● Treasure Box

Treasure Box Contents
Wonder Gummi, Nether Veil, Terra Ring, or Searing Ring

Necessary Items
Key



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Treasure Chambers

▼▼B29F

Items
- Purple Silk

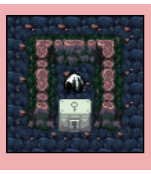
Necessary Items
Key



▼▼B33F

Items
- Black Silk

Necessary Items
Key



▼▼B37F

Items
- Wonder Gummi ×2
- Joy Seed ×2

Necessary Items
Key

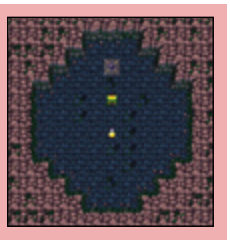


Treasure Floor

▼▼B40F

Items
- Amber Tear
- Deluxe Box

Deluxe Box Contents
Life Seed or Joy Seed



Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B1–B10F)

	B1F ♂ S	B2F ♀ S	B3F ♂ S	B4F ♀ S	B5F ♂ S
Light	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice
			Cloudy		Fog
Kabuto	Lv1	Lv2			
Shellder	Lv1	Lv2	Lv3		
Piplup	Lv1	Lv2	Lv3		
Corsola	Lv1	Lv2	Lv3	Lv4	
Farfetch'd	Lv1	Lv2	Lv3	Lv4	Lv5
Voltorb	Lv1	Lv2	Lv3	Lv4	Lv5
Yanma		Lv2	Lv3	Lv4	Lv5
Castform		Lv2	Lv3	Lv4	Lv5
Slowbro			Lv3	Lv4	
Cubone			Lv3	Lv4	Lv5
Tentacool			Lv3	Lv4	Lv5
Spearow			Lv3	Lv4	Lv5
Seedot			Lv3	Lv4	Lv5
Nincada			Lv3	Lv4	Lv5
Teddiursa				Lv4	Lv5
Magby				Lv4	Lv5
Staryu				Lv4	Lv5
Porygon2					Lv5

Dungeon Pokémon Data

Kabuto — Rock / Water

Lv	1	2
HP	20	23
Exp.	11	12

MOVES: Scratch, Harden
ABILITY: Battle Armor

Shellder — Water

Lv	1	2	3
HP	10	12	14
Exp.	9	9	10

MOVE: Tackle
ABILITY: Shell Armor

Piplup — Water

Lv	1	2	3
HP	23	26	29
Exp.	7	7	8

MOVES: Pound

Corsola — Water / Rock

Lv	1	2	3	4
HP	11	12	13	14
Exp.	12	13	14	15

MOVES: Tackle, Harden,
ABILITY: Hustle

Farfetch'd — Normal / Flying

Lv	1	2	3	4	5
HP	26	27	28	29	31
Exp.	58	63	69	75	81

MOVES: Fury Cutter, Poison Jab, Peck, Sand-Attack

Voltorb — Electric / Gender ?

Lv	1	2	3	4	5
HP	18	20	22	24	26
Exp.	58	63	69	75	81

MOVE: Tackle
ABILITY: Static

Yanma — Bug / Flying

Lv	1	2	3	4
HP	39	40	41	42
Exp.	81	88	96	103

MOVES: Tackle, Foresight
ABILITY: Speed Boost

Castform — Normal

Lv	2	3	4	5	6	7	8	9
HP	41	42	43	44	45	46	48	49
Exp.	56	61	66	71	76	81	86	91

MOVE: Tackle
ABILITY: Forecast

Slowpoke — Water / Psychic

Lv	3	4
HP	38	40
Exp.	24	26

MOVE: Yawn, Tackle
ABILITY: Oblivious

Cubone — Ground

Lv	3	4	5
HP	47	48	49
Exp.	67	72	78

MOVES: Growl, Tail Whip
ABILITY: LightningRod

Tentacool — Water / Poison

Lv	3	4	5
HP	42	44	46
Exp.	64	70	75

MOVES: Poison Sting, Supersonic
ABILITY: Liquid Ooze

Spearow — Normal / Flying

Lv	3	4	5	6
HP	29	32	35	38
Exp.	76	83	89	96

MOVES: Peck, Growl, Leer

Seedot — Grass

Lv	3	4	5	6	7
HP	29	30	32	33	35
Exp.	21	23	25	27	28

MOVE: Bide, Growth
ABILITY: Chlorophyll

Nincada — Bug / Ground

Lv	3	4	5	6	7
HP	24	25	26	27	28
Exp.	84	91	98	105	112

MOVES: Leech Life, Scratch
ABILITY: CompoundEyes

Teddiursa — Normal

Lv	4	5
HP	30	31
Exp.	65	70

MOVES: Lick, Fake Tears, Covet, Scratch

Magby — Fire

Lv	4	5	6	7
HP	38	40	42	44
Exp.	98	106	114	121

MOVES: Smog, Ember, Leer

Staryu — Water / Gender ?

Lv	4	5	6	7	8
HP	19	22	25	28	31
Exp.	22	23	25	27	28

MOVES: Tackle, Water Gun
ABILITY: Illuminate

Porygon2 — Normal / Gender ?

Lv	5	6	7	8
HP	52	54	56	58
Exp.	137	147	156	166

MOVES: Psybeam, Tackle

Swinub — Ice / Ground

Lv	6	7	8	9
HP	25	26	27	29
Exp.	100	107	113	120

MOVE: Powder Snow
ABILITY: Snow Cloak

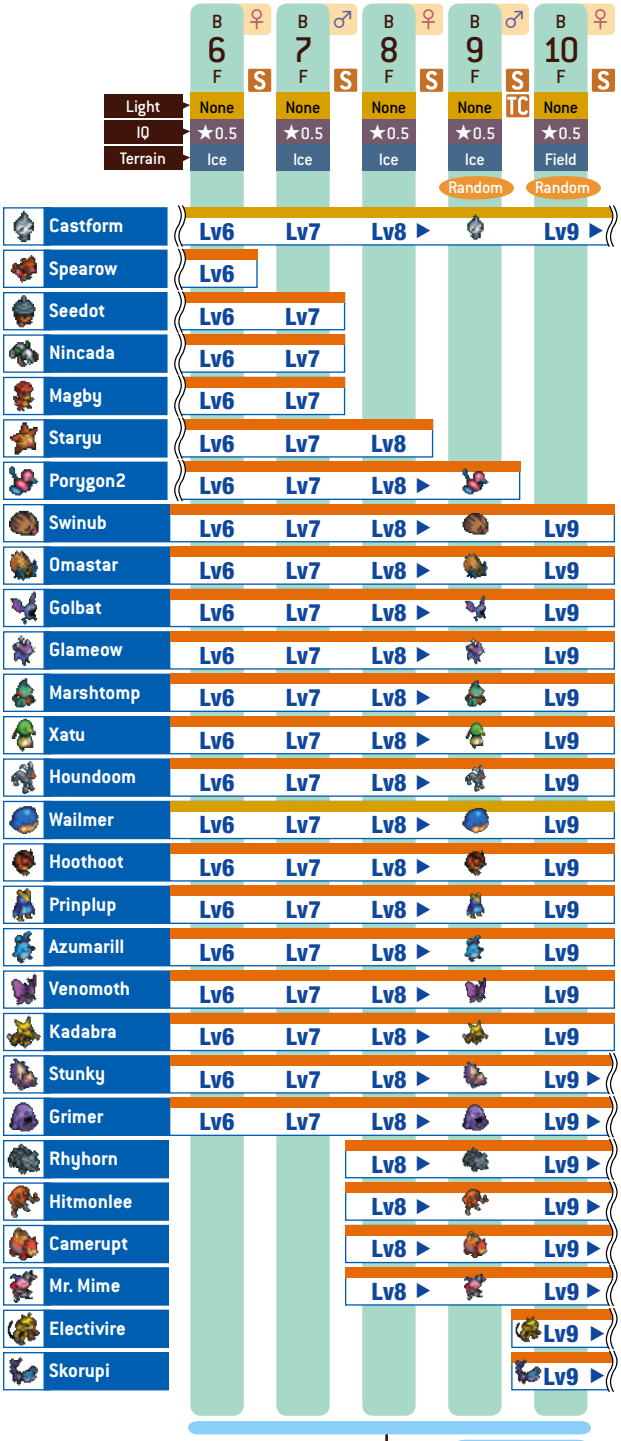
Omastar — Rock / Water

Lv	6	7	8	9
HP	60	62	64	66
Exp.	111	118	125	133

MOVES: Constrict, Bite
ABILITY: Swift Swim

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Dungeon Pokémon Data

Golbat — Poison / Flying

Lv	6	7	8	9
HP	38	39	40	41
Exp.	169	180	192	203

MOVES: Screech, Astonish, Supersonic

Glameow — Normal

Lv	6	7	8	9
HP	42	44	45	47
Exp.	108	115	122	129

MOVES: Fake Out, Scratch
ABILITY: Limber

Marshtomp — Water / Ground

Lv	6	7	8	9
HP	41	44	47	50
Exp.	130	139	147	156

MOVES: Mud-Slap, Tackle, Water Gun

Xatu — Psychic / Flying

Lv	6	7	8	9
HP	25	26	27	29
Exp.	61	65	69	73

MOVES: Night Shade, Peck
ABILITY: Synchronize

Houndoom — Dark / Fire

Lv	6	7	8	9
HP	35	36	37	38
Exp.	145	155	164	174

MOVES: Thunder Fang, Smog
ABILITY: Flash Fire

Wailmer — Water

Lv	6	7	8	9
HP	65	68	71	74
Exp.	193	206	219	232

MOVES: Water Gun, Growl
ABILITY: Oblivious

Hoothoot — Normal / Flying

Lv	6	7	8	9
HP	28	29	30	31
Exp.	88	94	100	106

MOVES: Hypnosis, Tackle, Peck

Prinplup — Water

Lv	6	7	8	9
HP	38	41	44	47
Exp.	46	49	52	55

MOVES: Bubble, Tackle
ABILITY: Torrent

Azumarill — Water

Lv	6	7	8	9
HP	27	28	29	30
Exp.	127	136	144	153

MOVES: Tackle, Water Gun

Venomoth — Bug / Poison

Lv	6	7	8	9
HP	29	31	33	35
Exp.	73	78	83	88

MOVES: Silver Wind, Supersonic, Disable

Kadabra — Psychic

Lv	6	7	8	9
HP	53	54	56	57
Exp.	72	76	81	86

MOVES: Confusion, Kinesis
ABILITY: Synchronize

Stunky — Poison / Dark

Lv	6	7	8	9
HP	44	45	45	45
Exp.	172	184	195	207

MOVES: Screech, Focus Energy
ABILITY: Aftermath

Grimer — Poison

Lv	6	7	8	9
HP	18	22	26	30
Exp.	43	46	49	52

MOVES: Mud-Slap, Poison Gas
ABILITY: Stench

Rhyhorn — Ground / Rock

Lv	8	9
HP	27	28
Exp.	170	180

MOVES: Stomp, Horn Attack
ABILITY: LightningRod

Hitmonlee — Fighting / ♂ only

Lv	8	9
HP	57	59
Exp.	93	99

MOVES: Double Kick, Rolling Kick, Revenge

Camerupt — Fire / Ground

Lv	8	9
HP	42	44
Exp.	134	142

MOVES: Magnitude, Ember, Tackle

Mr. Mime — Psychic

Lv	8	9
HP	38	38
Exp.	134	142

MOVES: Confusion, Copycat, Magical Leaf

Electivire — Electric

Lv	9
HP	51
Exp.	219

MOVES: Quick Attack, ThunderShock

Skorupi — Poison / Bug

Lv	9
HP	50
Exp.	194

MOVE: Poison Sting
ABILITY: Sniper

B6—B10F

Target foes with room-wide attacks

Go after Venomoth first, because it can use its moves to hit all targets in a room. For that same reason, you'll want to target Camerupt and Swinub from B8F onward.



At this stage in your explorations, Camerupt's Magnitude can be a devastating attack.

B9—B10F

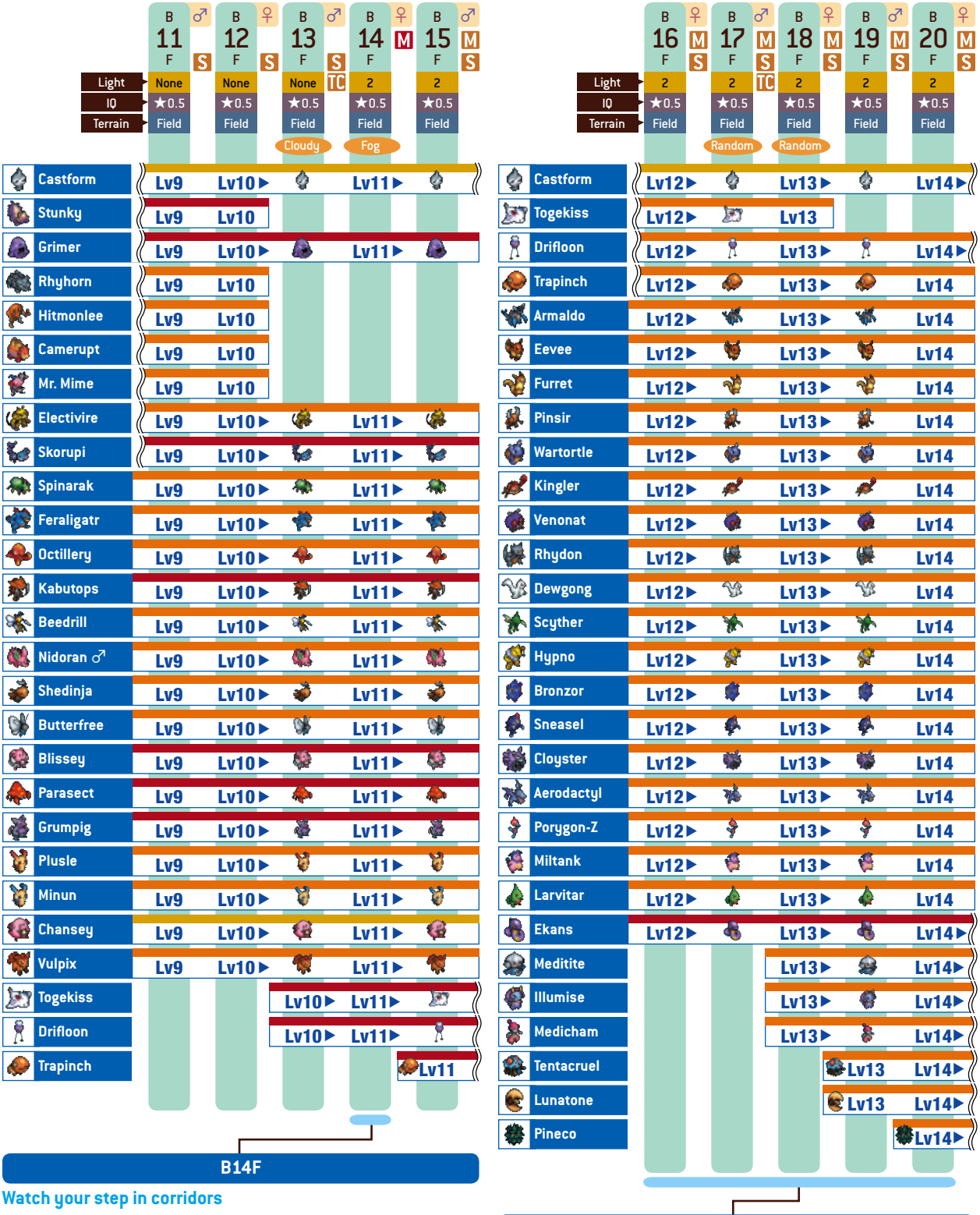
Watch out for bad weather

The weather on B9F and B10F is randomly selected. If it's Sandstorm or Hail, make a beeline for the next floor: at this level, bad weather does more damage than your Pokémon can naturally regenerate, steadily eroding away your precious HP.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B11–B13F, B15–B20F)



Watch your step in corridors

Visibility on the floor decreases from B14F onward. You'll need to move more cautiously than before, especially when you're in a corridor. And if you're running low on HP, try not to walk into any mysterious rooms on B14F—there's a good chance you could be walking into a Monster House.

Electric-type moves might not be effective here

Rhydon, which has the LightningRod Ability, is one of the potential foes on these floors. If your Pokémon relies on Electric-type moves, be careful of who might be sharing the floor with you.

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Dungeon Pokémon Data

Stunky
Poison / Dark



Lv	9	10
HP	45	45
Exp.	207	218

MOVES: Fury Swipes, Screech

Grimer
Poison



Lv	9	10	11
HP	30	34	38
Exp.	52	55	58

MOVES: Mud-Slap, Poison Gas, Pound

Rhyhorn
Ground / Rock



Lv	9	10
HP	28	29
Exp.	180	190

ABILITY: LightningRod

Hitmonlee
Fighting / ♂ only



Lv	9	10
HP	59	61
Exp.	99	104

MOVES: Double Kick, Rolling Kick

Camerupt
Fire / Ground



Lv	9	10
HP	44	46
Exp.	142	150

MOVES: Magnitude, Ember

Mr. Mime
Psychic



Lv	9	10
HP	38	38
Exp.	142	150

MOVES: Confusion, Copycat

Electivire
Electric



Lv	9	10	11
HP	51	53	55
Exp.	219	231	244

MOVE: Quick Attack

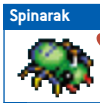
Skorupi
Poison / Bug



Lv	9	10	11
HP	50	52	54
Exp.	194	205	216

MOVE: Poison Sting

Spinarak
Bug / Poison



Lv	9	10	11
HP	34	36	38
Exp.	46	49	52

MOVES: Constrict, Poison Sting

Feraligatr
Water



Lv	9	10	11
HP	57	61	63
Exp.	243	256	270

MOVES: Scratch, Water Gun

Octillery
Water



Lv	9	10	11
HP	55	59	63
Exp.	255	269	284

MOVE: Rock Blast

Kabutops
Rock / Water



Lv	9	10	11
HP	49	42	55
Exp.	172	182	192

MOVE: Absorb ABILITY: Swift Swim

Beedrill
Bug / Poison



Lv	9	10	11
HP	28	29	30
Exp.	55	58	62

MOVE: Fury Attack

Nidoran ♂
Poison / ♂ only



Lv	9	10	11
HP	49	50	51
Exp.	10	11	12

MOVES: Double Kick, Focus Energy

Shedinja
Bug / Ghost / Gender ?



Lv	9	10	11
HP	3	3	3
Exp.	3	3	4

ABILITY: Wonder Guard

Butterfree
Bug / Flying



Lv	9	10	11
HP	36	37	39
Exp.	34	36	38

MOVE: Confusion ABILITY: CompoundEyes

Blissey
Normal / ♀ only



Lv	9	10	11
HP	56	58	60
Exp.	369	389	410

MOVES: Refresh, Pound

Parasect
Bug / Grass



Lv	9	10	11
HP	31	32	33
Exp.	88	93	98

MOVES: Stun Spore, Cross Poison

Grumpig
Psychic



Lv	9	10	11
HP	54	56	58
Exp.	208	220	232

MOVE: Psybeam

Plusle
Electric



Lv	9	10	11
HP	50	51	52
Exp.	149	157	166

MOVES: Quick Attack, Helping Hand

Minun
Electric



Lv	9	10	11
HP	38	39	40
Exp.	149	157	166

MOVES: Quick Attack, Helping Hand

Chansey
Normal / ♀ only



Lv	9	10	11
HP	66	68	70
Exp.	162	171	180

MOVES: Refresh, Pound

Vulpix
Fire



Lv	9	10	11
HP	44	46	48
Exp.	108	114	120

MOVES: Quick Attack, Ember

Togekiss
Normal / Flying



Lv	10	11	12	13
HP	55	55	56	56
Exp.	214	226	237	248

MOVES: Aura Sphere, ExtremeSpeed

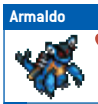
Trapinch
Ground



Lv	11	12	13	14
HP	56	57	58	59
Exp.	154	161	169	177

MOVES: Bite, Sand-Attack

Armaldo
Rock / Bug



Lv	12	13	14
HP	24	24	25
Exp.	245	257	269

MOVES: Scratch, Water Gun

Eevee
Normal



Lv	12	13	14
HP	50	52	54
Exp.	18	19	20

MOVE: Helping Hand

Furret
Normal



Lv	12	13	14
HP	41	42	43
Exp.	161	169	177

MOVE: Fury Swipes

Pinsir
Bug



Lv	12	13	14
HP	36	38	40
Exp.	140	147	154

MOVES: Seismic Toss, Focus Energy

Wartortle
Water



Lv	12	13	14
HP	58	60	63
Exp.	142	149	156

MOVES: Bubble, Tackle

Kingler
Water



Lv	12	13	14
HP	51	52	53
Exp.	176	184	193

MOVES: Bubble, ViceGrip

Venonat
Bug / Poison



Lv	12	13	14
HP	60	63	66
Exp.	37	39	41

MOVES: Confusion, Supersonic

Rhydon
Ground / Rock



Lv	12	13	14
HP	36	37	38
Exp.	249	261	273

MOVE: Fury Attack

Dewgong
Water / Ice



Lv	12	13	14
HP	52	54	56
Exp.	168	176	184

MOVE: Signal Beam

Scyther
Bug / Fighting



Lv	12	13	14
HP	40	43	46
Exp.	184	193	202

MOVES: False Swipe, Vacuum Wave

Hypno
Psychic



Lv	12	13	14
HP	62	64	66
Exp.	90	94	98

MOVES: Hypnosis, Nightmare

Bronzor
Steel / Psychic / Gender ?



Lv	12	13	14
HP	80	83	85
Exp.	111	116	121

MOVES: Imprison, Hypnosis

Sneasel
Water / Ice



Lv	12	13	14
HP	54	56	58
Exp.	8	8	9

MOVES: Screech, Quick Attack

Cloyster
Water / Ice



Lv	12	13	14
HP	32	34	36
Exp.	109	114	119

MOVE: Aurora Beam

Aerodactyl
Rock / Flying



Lv	12	13	14
HP	33	35	36
Exp.	109	114	119

ABILITY: Pressure

Porygon-Z
Normal / Gender ?

Lv	12	13	14
HP	70	72	74
Exp.	207	217	227

MOVE: Agility

Miltank
Normal / ♀ only

Lv	12	13	14
HP	58	61	64
Exp.	207	217	227

MOVES: Stomp, Milk Drink

Larvitar
Rock / Ground

Lv	12	13	14
HP	46	46	47
Exp.	107	112	117

MOVES: Screech, Sandstorm

Ekans
Poison

Lv	12	13	14
HP	52	54	56
Exp.	119	125	131

MOVES: Poison Sting, Bite

Meditite
Fighting / Psychic

Lv	13	14
HP	57	59
Exp.	107	112

MOVES: Confusion, Detect, Bide

Illumise
Bug / ♀ only

Lv	13	14
HP	60	62
Exp.	187	195

MOVES: Charm, Moonlight

Medicham
Fighting / Psychic

Lv	13	14
HP	57	59
Exp.	200	209

MOVES: Confusion, ThunderPunch

Tentacruel
Water / Poison

Lv	13	14
HP	67	69
Exp.	173	181

MOVES: Acid, Constrict

Lunatone
Rock / Psychic / Gender ?

Lv	13	14
HP	56	58
Exp.	215	225

MOVES: Hypnosis, Confusion

Pineco
Bug

Lv	14
HP	46
Exp.	110

MOVES: Bug Bite, Selfdestruct, Protect

Drifloon
Ghost / Fighting

Lv	10	11	12	13	14
HP	52	54	56	58	60
Exp.	119	126	132	138	144

ABILITY: Aftermath, Unburden

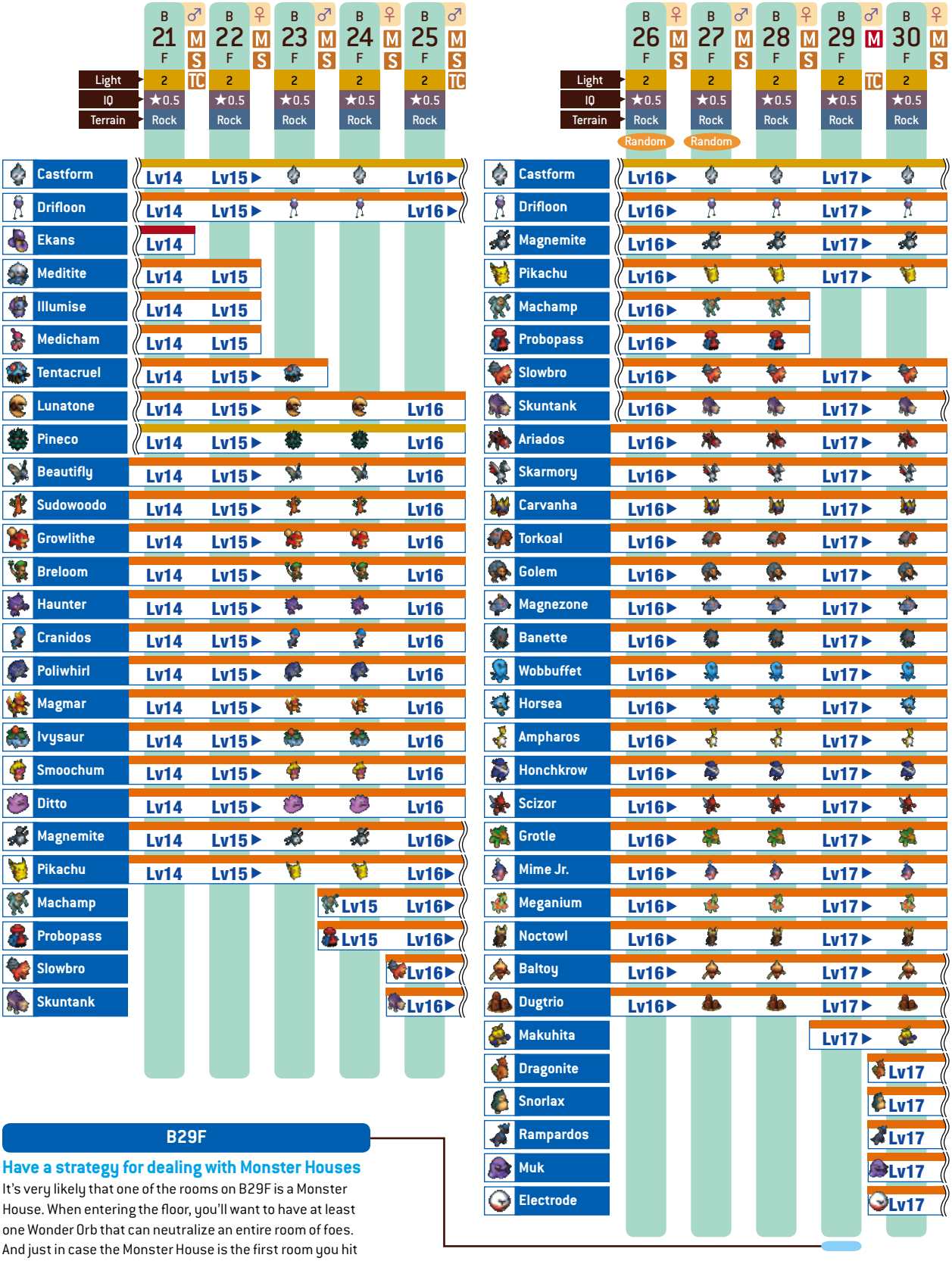
Castform
Normal

Lv	9	10	11	12	13	14
HP	49	51	52	54	55	57
Exp.	91	96	102	107	112	117

MOVES: Powder Snow, Ember, Tackle

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Shopkeeper Level: Lv50 (B21–B28F,B30F)



B29F

Have a strategy for dealing with Monster Houses

It's very likely that one of the rooms on B29F is a Monster House. When entering the floor, you'll want to have at least one Wonder Orb that can neutralize an entire room of foes. And just in case the Monster House is the first room you hit on B29F, restore your HP before you take the stairs on B28F.

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Dungeon Pokémon Data

Castform — Normal



Lv	14	15	16	17
HP	57	58	60	61
Exp.	117	122	127	132

MOVES: Powder Snow, Ember

Drifblim — Ghost / Flying



Lv	14	15	16	17
HP	60	62	64	66
Exp.	144	151	157	163

MOVES: Aftermath, Unburden

Ekans — Poison



Lv	14
HP	56
Exp.	131

MOVES: Poison Sting, Bite

Meditite — Fighting / Psychic



Lv	14	15
HP	59	61
Exp.	112	117

MOVES: Confusion, Detect

Illumise — Bug / ♀ only



Lv	14	15
HP	62	64
Exp.	195	204

MOVES: Charm, Moonlight

Medicham — Fighting / Psychic



Lv	14	15
HP	59	61
Exp.	209	218

MOVES: Confusion, ThunderPunch

Tentacruel — Water / Poison



Lv	14	15
HP	69	71
Exp.	181	189

MOVES: Acid, Constrict

Lunatone — Rock / Psychic / Gender ?



Lv	14	15	16
HP	58	60	62
Exp.	225	235	245

MOVE: Hypnosis

Pineco — Bug



Lv	14	15	16
HP	46	48	49
Exp.	110	115	120

MOVES: Bug Bite, Selfdestruct, Protect

Beautifly — Bug / Flying



Lv	14	15	16
HP	45	46	47
Exp.	119	124	130

MOVES: Absorb, Gust

Sudowoodo — Rock



Lv	14	15	16
HP	42	43	45
Exp.	80	84	87

MOVES: Wood Hammer, Low Kick

Growlithe — Fire



Lv	14	15	16
HP	55	57	59
Exp.	151	158	165

ABILITY: Flash Fire

Breloom — Grass / Fighting



Lv	14	15	16
HP	48	49	50
Exp.	154	160	167

MOVES: Stun Spore, Absorb

Haunter — Ghost / Poison



Lv	14	15	16
HP	53	54	55
Exp.	165	172	180

MOVES: Spite, Curse

Cranidos — Rock



Lv	14	15	16
HP	58	59	61
Exp.	262	273	285

MOVES: Headbutt, Focus Energy

Poliwhirl — Water



Lv	14	15	16
HP	49	52	55
Exp.	211	220	230

MOVE: DoubleSlap

Magmar — Fire



Lv	14	15	16
HP	62	63	64
Exp.	195	204	212

MOVES: Smog, Ember

Ivysaur — Grass / Poison



Lv	14	15	16
HP	54	56	59
Exp.	71	74	77

MOVES: Sleep Powder, Take Down

Smoochum — Ice / Psychic / ♀ only



Lv	14	15	16
HP	69	71	73
Exp.	292	304	317

MOVES: Powder Snow, Confusion

Ditto — Normal / Gender ?



Lv	14	15	16
HP	58	60	62
Exp.	144	151	157

MOVE: Transform **ABILITY:** Limber

Magnemite — Electric / Steel / Gender ?



Lv	14	15	16	17
HP	55	56	57	58
Exp.	151	158	165	171

MOVE: ThunderShock

Pikachu — Electric



Lv	14	15	16	17
HP	59	62	65	68
Exp.	16	16	17	18

MOVE: Quick Attack

Machamp — Fighting



Lv	15	16
HP	59	61
Exp.	204	212

MOVES: Karate Chop, Focus Energy

Probopass — Rock / Steel



Lv	15	16
HP	71	72
Exp.	295	307

MOVE: Magnet Bomb

Slowbro — Water / Psychic



Lv	16	17
HP	70	72
Exp.	162	169

MOVES: Confusion, Yawn

Skuntank — Poison / Dark



Lv	16	17
HP	37	37
Exp.	315	327

MOVES: Fury Swipes, Screech

Ariados — Bug / Poison



Lv	16	17
HP	33	35
Exp.	135	140

MOVES: Bug Bite, Night Shade

Skarmory — Steel / Flying



Lv	16	17
HP	41	43
Exp.	280	291

MOVES: Fury Attack, Agility

Carvanha — Water / Dark



Lv	16	17
HP	70	72
Exp.	422	439

ABILITY: Rough Skin

Torkoal — Fire



Lv	16	17
HP	68	71
Exp.	197	205

MOVES: Smog, Ember

Golem — Rock / Ground



Lv	16	17
HP	59	61
Exp.	257	267

MOVE: Magnitude

Magnezone — Electric / Steel / Gender ?



Lv	16	17
HP	57	58
Exp.	302	314

MOVES: ThunderShock, Supersonic

Banette — Ghost



Lv	16	17
HP	59	61
Exp.	272	283

MOVES: Spite, Screech

Wobbuffet — Psychic



Lv	16	17
HP	83	86
Exp.	82	85

MOVES: Destiny Bond, Mirror Coat

Horsea — Water



Lv	16	17
HP	71	73
Exp.	135	140

MOVES: Bubble, Focus Energy

Ampharos — Electric



Lv	16	17
HP	46	48
Exp.	207	215

MOVE: ThunderShock

Honchkrow — Dark / Flying



Lv	16	17
HP	68	71
Exp.	267	278

MOVE: Astonish

Scizor — Bug / Steel



Lv	16	17
HP	62	65
Exp.	242	252

MOVES: False Swipe, Agility

Grotle — Grass



Lv	16	17
HP	57	59
Exp.	35	36

MOVES: Razor Leaf, Absorb

Mime Jr. — Psychic



Lv	16	17
HP	48	48
Exp.	195	202

MOVES: DoubleSlap, Confusion

Meganium — Grass

Lv	16	17
HP	65	68
Exp.	287	299

MOVE: Razor Leaf

Noctowl — Normal / Flying

Lv	16	17
HP	52	53
Exp.	157	163

MOVE: Hypnosis

Baltoy — Ground / Psychic / Gender ?

Lv	16	17
HP	53	55
Exp.	187	195

MOVES: Psybeam, Confusion

Dugtrio — Ground

Lv	16	17
HP	58	61
Exp.	80	83

MOVES: Magnitude, Mud-Slap

Makuhita — Fighting

Lv	17
HP	69
Exp.	239

MOVES: Arm Thrust, Fake Out

Dragonite — Dragon / Flying

Lv	17
HP	67
Exp.	244

MOVE: ThunderPunch

Snorlax — Normal

Lv	17
HP	78
Exp.	314

MOVES: Lick, Tackle

Rampardos — Rock

Lv	17
HP	54
Exp.	244

MOVES: Headbutt, Focus Energy

Muk — Poison

Lv	17
HP	59
Exp.	286

MOVES: Mud-Slap, Disable

Electrode — Electric / Gender ?

Lv	17
HP	54
Exp.	270

MOVES: Rollout, Spark

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B31–B39F)

	B31F ♂ M S	B32F ♀ M S	B33F ♂ M S TC	B34F ♀ M S	B35F ♂ M S	B36F ♀ M S	B37F ♂ M S TC	B38F ♀ M S	B39F ♂ M S	B40F
Light	2	2	2	2	2	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	—
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
					Random	Random				Treasure Floor

Castform	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Mr. Mime	Lv18 ▶			Lv19 ▶						
Skuntank	Lv18 ▶			Lv19						
Baltoy	Lv18									
Dugtrio	Lv18 ▶			Lv19 ▶						
Makuhita	Lv18 ▶			Lv19						
Dragonite	Lv18 ▶			Lv19						
Snorlax	Lv18 ▶			Lv19						
Rampardos	Lv18 ▶			Lv19 ▶						
Muk	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Electrode	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Arbok	Lv18 ▶			Lv19 ▶						
Seadra	Lv18 ▶			Lv19 ▶						
Rhyperior	Lv18 ▶			Lv19 ▶						
Jigglypuff	Lv18 ▶			Lv19 ▶						
Heracross	Lv18 ▶			Lv19 ▶						
Quilava	Lv18 ▶			Lv19 ▶						
Weezing	Lv18 ▶			Lv19 ▶						
Monferno	Lv18 ▶			Lv19 ▶						
Absol	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Zangoose	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Remoraid	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Misdreavus	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Charmeleon	Lv18 ▶			Lv19 ▶			Lv20 ▶		Lv21	
Crawdaunt			Lv18	Lv19 ▶			Lv20			
Kingdra			Lv18	Lv19 ▶			Lv20			
Delibird					Lv19 ▶		Lv20 ▶		Lv21	
Bronzong					Lv19 ▶		Lv20 ▶		Lv21	
Exploud					Lv19 ▶		Lv20 ▶		Lv21	
Ledian					Lv19 ▶		Lv20 ▶		Lv21	
Nidoking						Lv19	Lv20 ▶		Lv21	
Lickitung						Lv19	Lv20 ▶		Lv21	
Manectric							Lv20 ▶		Lv21	

B31—B39F

Concentrate on moving ahead

These floors are filled with daunting foes: Bronzong can Pause you or put you to Sleep, Exploud has high Attack and Defense, and Delibird's moves and Ability are problems too. Don't fight if you don't have to—focus on finding to the next set of stairs.

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Dungeon Pokémon Data

Castform — Normal

Lv	18	91	20	21
HP	62	63	64	65
Exp.	137	142	147	153

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Electrode — Electric — Gender ?

Lv	18	91	20	21
HP	56	58	60	62
Exp.	280	291	301	312

MOVES: Rollout, Screech, Spark, Sonic Boom

Zangoose — Normal

Lv	18	91	20	21
HP	80	82	84	86
Exp.	307	319	330	342

MOVES: Fury Cutter, Quick Attack, Slash, Scratch

Bronzong — Steel — Psychic — Gender ?

Lv	19	29	21
HP	90	92	94
Exp.	291	301	312

MOVES: Imprison, Hypnosis, Confusion, Extrasensory

Mr. Mime — Psychic

Lv	18	19
HP	39	39
Exp.	213	221

MOVES: DoubleSlap, Confusion, Copycat, Encore

Arbok — Poison

Lv	18	19
HP	64	66
Exp.	256	266

MOVES: Screech, Thunder Fang, Poison Sting, Fire Fang

Remoraid — Water

Lv	18	91	20	21
HP	85	88	91	94
Exp.	183	190	197	204

MOVES: Psybeam, Aurora Beam, BubbleBeam

Exploud — Normal

Lv	19	20	21
HP	68	70	72
Exp.	319	330	342

MOVES: Thunder Fang, Fire Fang, Ice Fang

Skuntank — Poison — Dark

Lv	18	19
HP	37	37
Exp.	340	352

MOVES: Fury Swipes, Screech
ABILITY: Aftermath

Seadra — Water

Lv	18	19
HP	74	76
Exp.	170	176

MOVES: BubbleBeam, Bubble, Focus Energy
ABILITY: Sniper

Misdreavus — Ghost

Lv	18	91	20	21
HP	67	68	69	70
Exp.	270	280	290	300

MOVES: Spite, Psywave, Astonish, Confuse Ray

Ledian — Bug — Flying

Lv	19	20	21
HP	65	67	69
Exp.	308	319	330

MOVES: Comet Punch, Mach Punch, Supersonic

Baltoy — Ground — Psychic — Gender ?

Lv	18
HP	57
Exp.	202

MOVES: Psybeam, Confusion, Mud-Slap, Rock Tomb

Rhyperior — Ground — Rock

Lv	18	19
HP	41	44
Exp.	272	282

MOVES: Fury Attack, Poison Jab
ABILITY: LightningRod

Charmeleon — Fire

Lv	18	91	20	21
HP	73	76	79	82
Exp.	113	117	121	126

MOVES: Ember, Dragon Rage, SmokeScreen, Scratch

Nidoking — Poison — Ground — ♂ only

Lv	19	20	21
HP	48	49	50
Exp.	232	240	249

MOVES: Double Kick, Poison Sting, Focus Energy, Peck

Dugtrio — Ground

Lv	18	19
HP	64	67
Exp.	86	89

MOVES: Magnitude, Mud-Slap, Fury Attack, Tri Attack

Jigglypuff — Normal

Lv	18	19
HP	32	36
Exp.	102	106

MOVES: Rollout, Sing, Disable, Pound

Crawdaunt — Water — Dark

Lv	18	19	20
HP	91	94	97
Exp.	359	372	385

MOVES: BubbleBeam, Bubble, ViceGrip, Leer

Lickitung — Normal

Lv	19	20	21
HP	93	95	97
Exp.	131	136	141

MOVES: Lick, Stomp, Supersonic
ABILITY: Oblivious

Makuhita — Fighting

Lv	18	19
HP	71	73
Exp.	248	257

MOVES: Arm Thrust, Fake Out, Focus Energy, Vital Throw

Heracross — Bug — Fighting

Lv	18	19
HP	43	45
Exp.	140	145

MOVES: Fury Attack, Night Slash, Endure, Brick Break

Kingdra — Water — Dragon

Lv	18	19	20
HP	62	64	66
Exp.	294	305	316

MOVES: BubbleBeam, Bubble, Yawn, Focus Energy

Manectric — Electric

Lv	20	21
HP	63	66
Exp.	365	378

MOVES: Quick Attack, Spark
ABILITY: LightningRod

Dragonite — Dragon — Flying

Lv	18	19
HP	69	71
Exp.	253	263

MOVES: ThunderPunch, Fire Punch, Twister, Roost

Quilava — Fire

Lv	18	19
HP	68	71
Exp.	102	106

MOVES: Quick Attack, Focus Energy, SmokeScreen, Tackle

Delibird — Ice — Flying

Lv	19	20	21
HP	94	96	98
Exp.	313	324	336

MOVES: Present
ABILITIES: Hustle, Vital Spirit

Snorlax — Normal

Lv	18	19
HP	81	84
Exp.	326	338

MOVES: Lick, Tackle
ABILITY: Thick Fat

Weezing — Poison

Lv	18	19
HP	78	79
Exp.	205	212

MOVES: Selfdestruct, Smog, Assurance, SmokeScreen, Poison Gas

Rampardos — Rock

Lv	18	19
HP	55	56
Exp.	253	263

MOVES: Headbutt, Focus Energy, Take Down, Pursuit, Scary Face

Monferno — Fire — Fighting

Lv	18	19
HP	72	74
Exp.	83	86

MOVES: Fury Swipes, Mach Punch, Flame Wheel, Ember

Muk — Poison

Lv	18	19	20	21
HP	61	63	65	67
Exp.	297	308	219	330

MOVE: Sludge, Mud-Slap, Disable, Poison Gas

Absol — Dark

Lv	18	19	20	21
HP	60	61	62	63
Exp.	267	277	287	297

MOVES: Quick Attack, Razor Wind
ABILITY: Pressure



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Obtainable Items

Zero Isle West
Sticky Yes

Equipment

Name	Floor	Shop
Bounce Band	All Floors	(*1)
Curve Band	All Floors	(*1)
Def. Scarf	All Floors	(*1)
Detect Band	All Floors	—
Diet Ribbon	—	(*1)
Dodge Scarf	All Floors	(*1)
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	(*1)
Insomniscope	All Floors	(*1)
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	(*1)
Munch Belt	All Floors	(*1)
No-Aim Scope	All Floors	(*1)
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	(*1)
Pass Scarf	All Floors	(*1)
Patsy Band	All Floors	(*1)
Pecha Scarf	All Floors	(*1)
Persim Band	All Floors	(*1)
Plain Ribbon	All Floors	—
Power Band	All Floors	(*1)
Racket Band	All Floors	(*1)
Scope Lens	All Floors	(*1)
Sneak Scarf	All Floors	(*1)
Special Band	All Floors	(*1)
Stamina Band	All Floors	(*1)
Twist Band	All Floors	(*1)
Warp Scarf	All Floors	(*1)
Weather Band	All Floors	(*1)
Whiff Specs	All Floors	(*1)
X-Ray Specs	—	(*1)
Y-Ray Specs	—	(*1)
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	(*1)
Gravelerock	All Floors	—
Iron Thorn	(*2)	(*1)
Silver Spike	(*2)	(*1)
Stick	(*2)	(*1)

Food

Name	Floor	Shop
Apple	All Floors	(*1)
Big Apple	All Floors	(*1)
Gravelyrock	All Floors	—
Grimy Food	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	(*2)	(*1)
Blinker Seed	(*2)	(*1)
Cheri Berry	(*2)	(*1)
Chesto Berry	(*2)	(*1)
Doom Seed	(*2)	—
Dough Seed	(*2)	—
Dropeye Seed	(*2)	—
Eyedrop Seed	(*2)	(*1)
Heal Seed	(*2)	(*1)
Hunger Seed	—	(*1)
Joy Seed	(*2)	(*1)
Life Seed	(*2)	(*1)
Oran Berry	(*2)	—
Oren Berry	(*2)	—
Pecha Berry	(*2)	(*1)
Quick Seed	(*2)	(*1)
Rawst Berry	(*2)	(*1)
Reviser Seed	(*2)	—
Reviver Seed	(*2)	(*1)
Sitrus Berry	(*2)	(*1)
Sleep Seed	(*2)	(*1)
Slip Seed	(*2)	—
Stun Seed	(*2)	(*1)
Totter Seed	(*2)	(*1)
Vanish Seed	—	(*1)
Via Seed	(*2)	—
Vile Seed	—	(*1)
Violent Seed	(*2)	(*1)
Warp Seed	(*2)	(*1)
X-Eye Seed	(*2)	(*1)

Health Drinks

Name	Floor	Shop
Calcium	(*2)	—
Ginseng	(*2)	—
Iron	(*2)	—
Max Elixir	(*2)	(*1)
Mix Elixir	(*2)	—
Protein	(*2)	—
Zinc	(*2)	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	(*1)
Attract	All Floors	(*1)
Avalanche	All Floors	(*1)
Brick Break	All Floors	(*1)
Brine	All Floors	(*1)
Bulk Up	All Floors	—
Bullet Seed	All Floors	(*1)
Calm Mind	All Floors	(*1)
Captivate	All Floors	(*1)
Dark Pulse	All Floors	(*1)
Dig	All Floors	(*1)
Dive	All Floors	(*1)
Dragon Claw	All Floors	—
Embargo	All Floors	(*1)
Energy Ball	All Floors	(*1)
Explosion	All Floors	(*1)
Facade	All Floors	—
Fire Blast	All Floors	(*1)
Flamethrower	All Floors	(*1)
Flash	All Floors	(*1)
Focus Blast	All Floors	(*1)
Focus Punch	All Floors	(*1)
Frustration	—	(*1)
Giga Drain	All Floors	(*1)
Giga Impact	All Floors	(*1)
Gyro Ball	All Floors	(*1)
Hidden Power	All Floors	(*1)
Hyper Beam	All Floors	(*1)
Ice Beam	All Floors	(*1)
Iron Tail	All Floors	(*1)
Light Screen	All Floors	(*1)
Natural Gift	All Floors	(*1)
Overheat	All Floors	(*1)
Payback	All Floors	(*1)
Poison Jab	All Floors	(*1)
Protect	All Floors	(*1)
Psych Up	All Floors	(*1)
Psychic	All Floors	(*1)
Recycle	All Floors	(*1)
Reflect	All Floors	(*1)
Rest	All Floors	(*1)
Roar	All Floors	(*1)
Rock Polish	All Floors	—
Rock Slide	All Floors	(*1)
Roost	All Floors	(*1)
Safeguard	All Floors	(*1)
Secret Power	All Floors	—
Shadow Ball	All Floors	(*1)
Shadow Claw	All Floors	(*1)
Shock Wave	All Floors	(*1)
Sleep Talk	All Floors	(*1)
Sludge Bomb	All Floors	(*1)
SolarBeam	All Floors	(*1)
Stealth Rock	All Floors	(*1)
Steel Wing	All Floors	(*1)
Stone Edge	All Floors	(*1)
Swords Dance	All Floors	(*1)
Taunt	All Floors	(*1)
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	(*1)
Thunderbolt	All Floors	(*1)
Torment	All Floors	(*1)
Toxic	All Floors	(*1)
Vacuum-Cut	All Floors	(*1)
Water Pulse	All Floors	(*1)
Wide Slash	All Floors	(*1)
X-Scissor	All Floors	(*1)

Wonder Orbs

Name	Floor	Shop
All-Mach Orb	All Floors	(*1)
Blowback Orb	All Floors	(*1)
Cleanse Orb	All Floors	(*1)
Decoy Orb	—	(*1)
Drought Orb	All Floors	(*1)
Escape Orb	All Floors	—
Evasion Orb	All Floors	(*1)
Fill-In Orb	—	(*1)
Foe-Hold Orb	All Floors	(*1)
Hail Orb	All Floors	(*1)
Hurl Orb	All Floors	(*1)
Identify Orb	All Floors	(*1)
Itemizer Orb	All Floors	(*1)
Lob Orb	All Floors	(*1)
Longtoss Orb	All Floors	(*1)
Luminous Orb	—	(*1)
Mobile Orb	—	(*1)
Mug Orb	—	(*1)
One-Room Orb	All Floors	—
One-Shot Orb	All Floors	(*1)
Petrify Orb	All Floors	(*1)
Pierce Orb	—	(*1)
Pounce Orb	All Floors	(*1)
Quick Orb	All Floors	(*1)
Radar Orb	All Floors	(*1)
Rainy Orb	All Floors	(*1)
Rebound Orb	—	(*1)
Rocky Orb	All Floors	(*1)
Sandy Orb	All Floors	(*1)
Scanner Orb	All Floors	(*1)
See-Trap Orb	—	(*1)
Shocker Orb	—	(*1)
Silence Orb	—	(*1)
Sizebust Orb	—	(*1)
Slow Orb	All Floors	(*1)
Slumber Orb	—	(*1)
Snatch Orb	—	(*1)
Spurn Orb	All Floors	(*1)
Stairs Orb	—	(*1)
Stayaway Orb	All Floors	(*1)
Sunny Orb	All Floors	(*1)
Switcher Orb	All Floors	(*1)
Totter Orb	—	(*1)
Transfer Orb	—	(*1)
Trapbust Orb	—	(*1)
Trawl Orb	All Floors	—
Two-Edge Orb	All Floors	—
Warp Orb	All Floors	(*1)

Poké

Name	Floor	Shop
Poké	All Floors	—

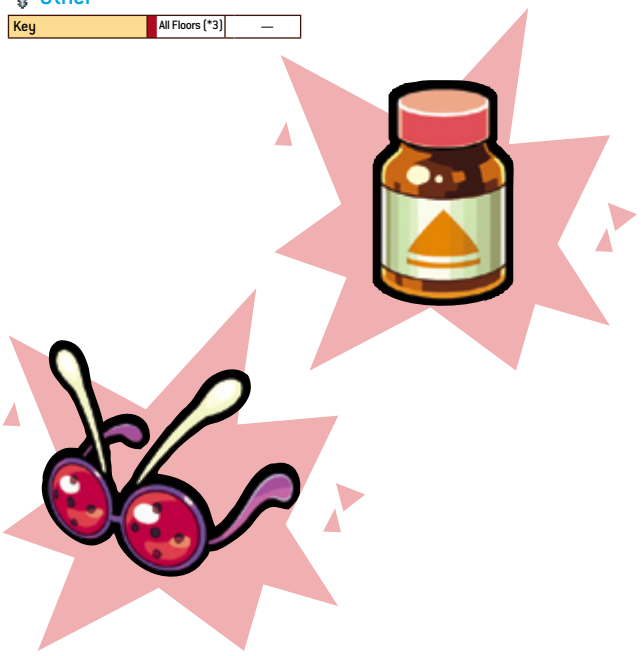
Other

Name	Floor	Shop
Key	All Floors (*3)	—

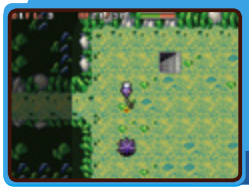
Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	B3–B39F
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

*1— All floors except B14, B29, B40F
*2— All floors except B20F
*3— Always found on B1F



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Dungeon 67

Zero Isle South

Total 99 F

Replayable: Y

The challenge here is to clear 99 floors without bringing in teammates or items—only your team leader can enter, and they'll be temporarily reset to Lv1. This dungeon is not for the faint of heart.

Special Rules
- Only team leader can enter
- Level is reset to Lv1
- No items or Poké allowed
- Cannot recruit Pokémon
- Final floor is always a treasure floor (p.26)
- Can't receive items from rescuers

Initial Goal: Reach 99F

Recommended Level: Lv30+

Special Rooms and Terrain

Room	Monster House (6–98F)	Shop (All floors)	Treasure Chamber (B15, B25, B96F)
Terrain	Water	Wonder Tile	Trap

Prep Choosing Your Pokémon

Only your team leader can enter Zero Isle South. You'll want to level up by battling on B1F, so pick a Pokémon with at least one of the qualities below and Lv1 stats that are all 10 or higher. Drifloon and Smoochum could be good choices for team leader, for example.

Essential Team Leader Attributes
- Levels up quickly, with good stat growth
- Can do lots of damage and learns several moves that can immobilize foes
- Can use many of the TMs in the dungeon
- Has an Ability that helps protect it against status changes or attacks
- Can cross water terrain or pass through walls
- Good type resistances



Pokémon without offensive moves are a bad choice here, as they'll be unable to fight off their foes.



A Pokémon that can traverse any terrain always has the option of hiding inside a wall if things get rough.

Items It's All About Accessorizing

The items below are very useful for exploring this dungeon. If you get your hands on these, they'll be more useful than other items.

Equipment Priority List
- Diet Ribbon
- X-Ray Specs
- Pass Scarf
- Warp Scarf
- Y-Ray Specs
- Detect Band
- Twist Band
- Insomniscope

* Use the Diet Ribbon and Y-Ray Specs by throwing them at foes (p.710)

Tip Make use of the foe's Ability

With so many floors in Zero Isle South, you'll soon be outmatched by the increasing difficulty of the opposition if you don't pace yourself. Let foes with the Illuminate Ability accumulate on B1–B5F and B11–B18F, and battle this steady stream of Pokémon to earn lots of Exp. Though it depends on the Pokémon you chose as team leader, you should be good to go if you've earned around 30,000 Exp. by the time you complete B18F.



Whenever you do damage to a target that has the Illuminate Ability, another enemy Pokémon appears somewhere on the floor.

Treasure Chamber

▼▼B15F

Items
- Treasure Box

Treasure Box Contents
Wonder Gummi, Wish Mantle, Chrono Veil, or Time Shield

Necessary Items
Key



▼▼B25F

Items
- Treasure Box

Treasure Box Contents
Flare Fang, Aqua Mantle, Rainbow Veil, or Bolt Fang

Necessary Items
Key



▼▼B96F

Items
- Miracle Crest

Necessary Items
Key

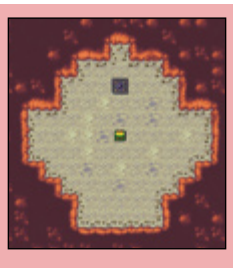


Treasure Floor

▼▼B99F

Items
- Deluxe Box

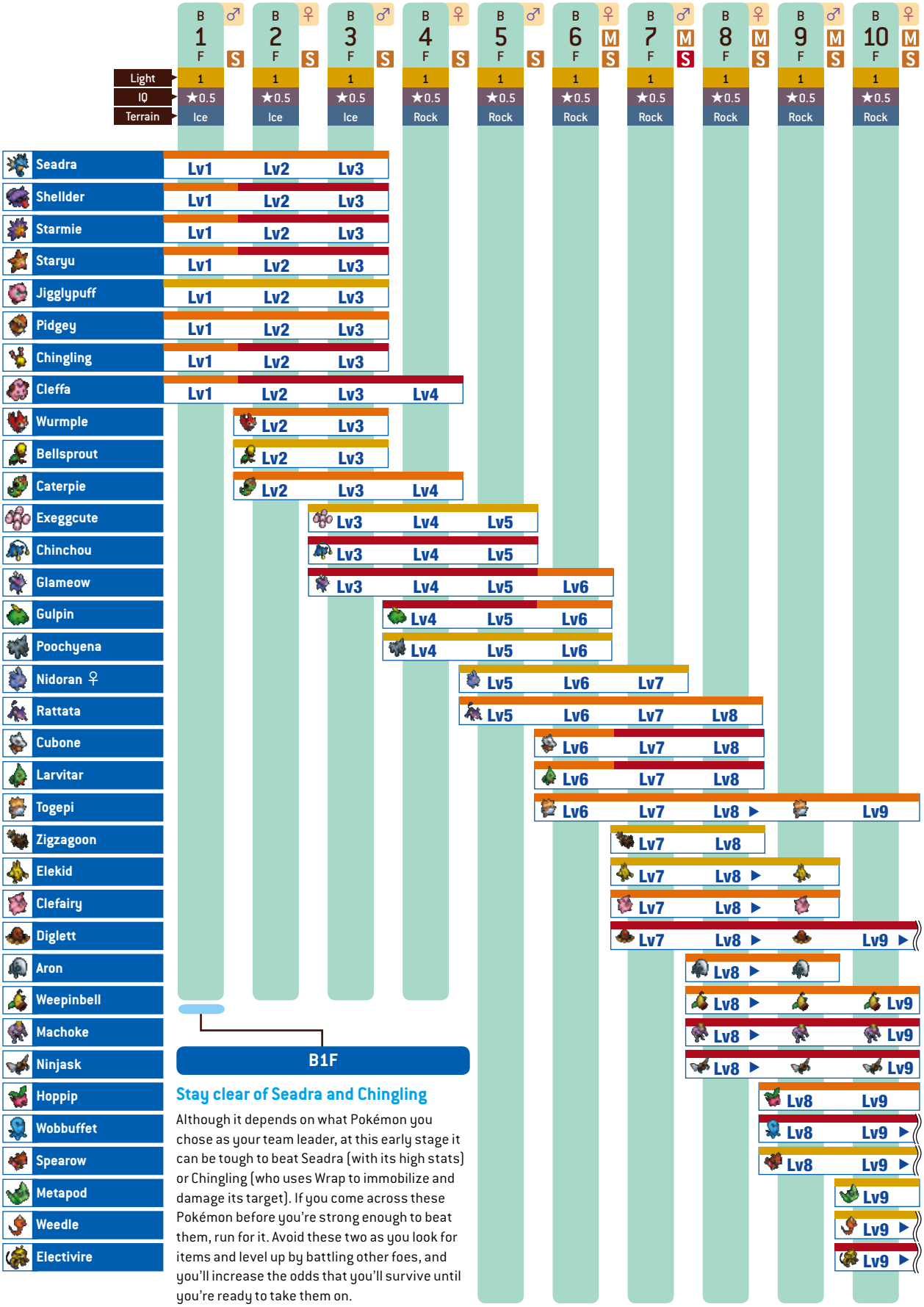
Deluxe Box Contents
Life Seed or Joy Seed



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B1–B10F)



Stay clear of Seadra and Chingling

Although it depends on what Pokémon you chose as your team leader, at this early stage it can be tough to beat Seadra (with its high stats) or Chingling (who uses Wrap to immobilize and damage its target). If you come across these Pokémon before you're strong enough to beat them, run for it. Avoid these two as you look for items and level up by battling other foes, and you'll increase the odds that you'll survive until you're ready to take them on.

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Dungeon Pokémon Data

Seadra — Water

Lv	1	2	3
HP	29	32	35
Exp.	63	69	75

MOVES: Bubble, SmokeScreen, Water Gun
ABILITY: Sniper

Shellder — Water

Lv	1	2	3
HP	10	12	14
Exp.	9	9	10

MOVES: Tackle
ABILITY: Shell Armor

Starmie — Water / Psychic / Gender ?

Lv	1	2	3
HP	8	11	14
Exp.	20	22	24

MOVES: Recover, Rapid Spin, Swift

Staryu — Water / Gender ?

Lv	1	2	3
HP	10	13	16
Exp.	17	18	20

MOVES: Tackle, Harden
ABILITY: Illuminate

Jigglypuff — Normal

Lv	1	2	3
HP	10	11	11
Exp.	38	41	45

MOVE: Sing
ABILITY: Cute Charm

Pidgey — Normal / Flying

Lv	1	2	3
HP	10	12	14
Exp.	9	9	10

MOVE: Tackle
ABILITY: Keen Eye, Tangled Feet

Chingling — Psychic

Lv	1	2	3
HP	21	22	23
Exp.	17	18	20

MOVE: Wrap
ABILITY: Levitate

Cleffa — Normal

Lv	1	2	3	4
HP	11	12	12	13
Exp.	20	22	24	26

MOVES: Charm, Encore, Pound
ABILITY: Cute Charm

Wurmple — Bug

Lv	2	3
HP	11	11
Exp.	15	16

MOVES: String Shot, Tackle
ABILITY: Shield Dust

Bellsprout — Grass / Poison

Lv	2	3
HP	12	12
Exp.	6	7

MOVE: Vine Whip
ABILITY: Chlorophyll

Caterpie — Bug

Lv	2	3	4
HP	23	23	23
Exp.	13	14	15

MOVES: String Shot, Tackle
ABILITY: Shield Dust

Exeggcute — Grass / Psychic

Lv	3	4	5
HP	13	14	14
Exp.	37	40	43

MOVE: Barrage, Hypnosis
ABILITY: Chlorophyll

Chinchou — Water / Electric

Lv	3	4	5
HP	39	42	45
Exp.	97	105	113

MOVES: Bubble, Supersonic
ABILITIES: Volt Absorb, Illuminate

Glameow — Normal

Lv	3	4	5	6
HP	38	39	41	42
Exp.	86	93	100	108

MOVES: Fake Out, Scratch
ABILITIES: Limber, Own Tempo

Gulpin — Poison

Lv	4	5	6
HP	26	48	50
Exp.	67	72	78

MOVES: Yawn, Pound
ABILITIES: Liquid Ooze, Sticky Hold

Poochyena — Dark

Lv	4	5	6
HP	30	32	34
Exp.	49	53	57

MOVES: Tackle, Howl
ABILITIES: Run Away, Quick Feet

Nidoran ♀ — Poison / ♀ only

Lv	5	6	7
HP	33	35	37
Exp.	7	7	8

MOVES: Scratch, Growl, Tail Whip
ABILITY: Poison Point

Rattata — Normal

Lv	5	6	7	8
HP	31	35	39	43
Exp.	30	33	35	37

MOVES: Quick Attack, Focus Energy
ABILITY: Run Away

Cubone — Normal

Lv	6	7	8
HP	50	51	52
Exp.	84	89	85

MOVES: Bone Club, Growl
ABILITY: LightningRod

Larvitar — Rock / Ground

Lv	6	7	8
HP	43	43	44
Exp.	76	81	86

MOVES: Sandstorm, Bite
ABILITY: Guts

Togepi — Normal

Lv	6	7	8	9
HP	21	21	22	22
Exp.	22	24	25	27

MOVES: Metronome, Charm
ABILITY: Serene Grace

Zigzagoon — Normal

Lv	7	8
HP	27	28
Exp.	91	96

MOVES: Tackle, Growl, Tail Whip

Elekid — Electric

Lv	7	8
HP	37	39
Exp.	145	154

MOVES: Quick Attack, ThunderShock
ABILITY: Static

Clefairy — Normal

Lv	7	8
HP	23	25
Exp.	12	13

MOVES: Sing, Encore, Pound
ABILITY: Cute Charm

Diglett — Ground

Lv	7	8	9
HP	18	21	24
Exp.	41	44	46

MOVES: Astonish, Scratch, Sand-Attack
ABILITY: Sand Veil

Aron — Steel / Rock

Lv	8
HP	46
Exp.	83

MOVES: Mud-Slap, Tackle
ABILITY: Sturdy

Weepinbell — Grass / Poison

Lv	8	9
HP	20	20
Exp.	37	39

MOVES: Vine Whip, Wrap
ABILITY: Chlorophyll

Machoke — Fighting

Lv	8	9
HP	33	36
Exp.	71	75

MOVES: Focus Energy, Low Kick
ABILITY: Guts

Ninjask — Bug / Flying

Lv	8	9
HP	29	31
Exp.	159	169

MOVES: Bug Bite, Leech Life, Scratch, Sand-Attack

Hoppip — Grass / Flying

Lv	8	9
HP	27	28
Exp.	64	68

MOVES: Synthesis, Tail Whip
ABILITY: Chlorophyll

Wobbuffet — Psychic

Lv	8	9
HP	56	59
Exp.	56	59

MOVES: Destiny Bond, Mirror Coat, Counter, Safeguard

Spearow — Normal / Flying

Lv	8	9
HP	44	47
Exp.	108	115

MOVES: Fury Attack, Peck, Growl, Leer

Metapod — Bug

Lv	9
HP	19
Exp.	23

MOVE: Harden
ABILITY: Shed Skin

Weedle — Bug / Poison

Lv	9
HP	33
Exp.	52

MOVES: Poison Sting, String Shot
ABILITY: Shield Dust

Electivire — Electric

Lv	9
HP	51
Exp.	219

MOVES: Quick Attack, ThunderShock, Fire Punch

Pokémon To Watch For

Larvitar — B6—B8F

Has a strong attack and Ability to change the weather

Compared to other foes on B6–B8F, Larvitar has a high attack and a particularly damaging Bite move. If your Pokémon has a move that boosts Defense or Evasion, you'll want to use it multiple times on each of these floors. But if Larvitar uses Sandstorm, just head for next floor unless your Pokémon is a Rock-, Ground- or Steel-type.

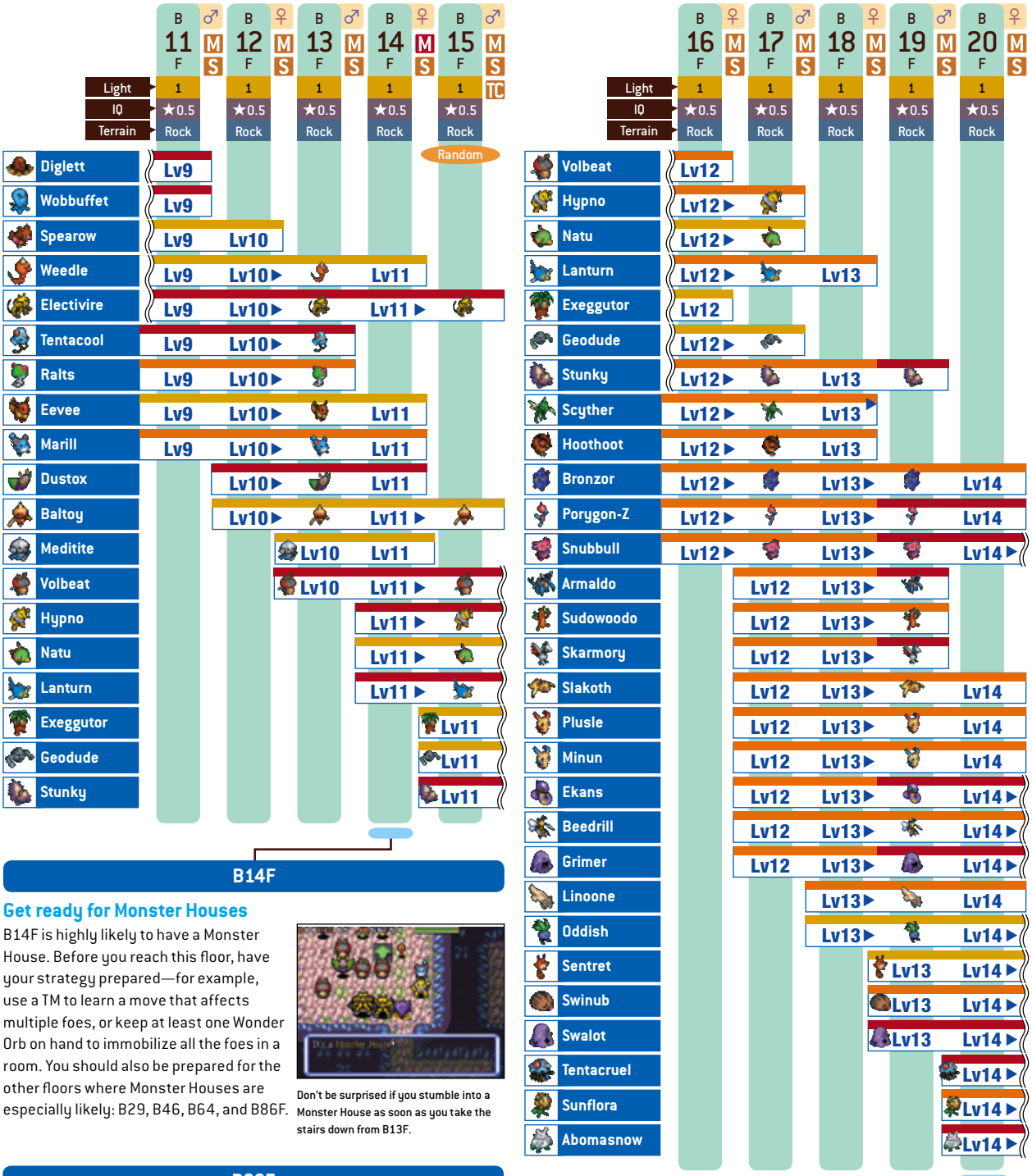


If your Pokémon's HP is low, its rate of HP regeneration won't be able to keep up with the constant damage inflicted by bad weather.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B11–B20F)



B14F

Get ready for Monster Houses

B14F is highly likely to have a Monster House. Before you reach this floor, have your strategy prepared—for example, use a TM to learn a move that affects multiple foes, or keep at least one Wonder Orb on hand to immobilize all the foes in a room. You should also be prepared for the other floors where Monster Houses are especially likely: B29, B46, B64, and B86F.

Don't be surprised if you stumble into a Monster House as soon as you take the stairs down from B13F.

B20F

Swinub can be a hard target

Abomasnow can appear on this floor and when it does, its Snow Warning Ability changes the weather to Hail. Hail weather increases Swinub's evasion rate, so watch out.

Dungeon Pokémon Data

Diglett — Ground



Lv	9
HP	24
Exp.	46

MOVES: Astonish, Scratch

Wobbuffet — Psychic



Lv	9
HP	59
Exp.	59

MOVES: Destiny Bond, Mirror Coat

Spearow — Normal / Flying



Lv	9	10
HP	47	50
Exp.	115	121

MOVES: Fury Attack, Peck

Weedle — Bug / Poison



Lv	9	10	11
HP	33	34	35
Exp.	52	55	58

MOVES: Poison Sting, String Shot

CONTINUED ON NEXT PAGE

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Dungeon Pokémon Data

Electivire — Electric



Lv	9	10	11
HP	51	53	55
Exp.	219	231	244

MOVE: Quick Attack

Tentacool — Water / Poison



Lv	9	10
HP	54	56
Exp.	97	102

MOVES: Constrict, Poison Sting

Ralts — Psychic



Lv	9	10
HP	52	54
Exp.	86	91

MOVE: Confusion
ABILITY: Synchronize

Eevee — Normal



Lv	9	10	11
HP	44	46	48
Exp.	16	17	18

MOVES: Helping Hand, Tackle

Marill — Water



Lv	9	10	11
HP	30	31	32
Exp.	156	165	174

MOVES: Tackle, Water Gun

Dustox — Bug / Poison



Lv	10	11
HP	30	31
Exp.	96	102

MOVE: Confusion
ABILITY: Shield Dust

Baltoy — Ground / Psychic — Gender ?



Lv	10	11
HP	41	43
Exp.	142	150

MOVES: Psybeam, Confusion

Meditite — Fighting / Psychic



Lv	10	11
HP	51	53
Exp.	93	98

MOVES: Confusion, Detect, Bide

Volbeat — Bug — ♂ only



Lv	10	11	12
HP	45	46	48
Exp.	152	160	168

MOVE: Confuse Ray

Hypno — Psychic



Lv	11	12
HP	60	62
Exp.	86	90

MOVES: Hypnosis, Nightmare

Natu — Psychic / Flying



Lv	11	12
HP	32	33
Exp.	28	29

MOVES: Night Shade, Peck

Lanturn — Water / Electric



Lv	11	12	13
HP	63	66	69
Exp.	200	210	220

MOVE: Bubble, Supersonic

Exeggutor — Grass / Psychic



Lv	11	12
HP	35	37
Exp.	72	75

MOVES: Barrage, Hypnosis

Geodude — Rock / Ground



Lv	11	12
HP	45	47
Exp.	46	48

MOVES: Rock Polish, Tackle

Stunky — Poison / Dark



Lv	11	12	13
HP	45	45	45
Exp.	230	241	253

MOVES: Fury Swipes, Screech

Scyther — Bug / Flying



Lv	12	13
HP	40	43
Exp.	184	193

MOVES: False Swipe, Vacuum Wave

Hoothoot — Normal / Flying



Lv	12	13
HP	34	35
Exp.	123	129

MOVES: Hypnosis, Tackle

Bronzor — Steel / Psychic — Gender ?



Lv	12	13	14
HP	80	83	85
Exp.	111	116	121

MOVES: Imprison, Hypnosis

Porygon-Z — Normal — Gender ?



Lv	12	13	14
HP	70	72	74
Exp.	207	217	227

MOVE: Agility

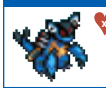
Snubbull — Normal



Lv	12	13	14
HP	46	47	48
Exp.	163	171	179

MOVE: Thunder Fang

Armaldo — Rock / Bug



Lv	12	13
HP	24	24
Exp.	245	257

MOVES: Scratch, Water Gun

Sudowoodo — Rock



Lv	12	13
HP	40	41
Exp.	73	77

MOVES: Wood Hammer, Low Kick

Skarmory — Steel / Flying



Lv	12	13
HP	35	37
Exp.	235	246

MOVES: Agility, Swift

Slakoth — Normal



Lv	12	13	14
HP	58	60	61
Exp.	182	191	200

MOVES: Yawn, Slack Off

Plusle — Electric



Lv	12	13	14
HP	53	54	55
Exp.	174	182	190

MOVES: Quick Attack, Helping Hand

Minun — Electric



Lv	12	13	14
HP	41	42	43
Exp.	174	182	190

MOVES: Quick Attack, Helping Hand

Ekans — Poison



Lv	12	13	14
HP	52	54	56
Exp.	119	125	131

MOVES: Poison Sting, Bite

Beedrill — Bug / Poison



Lv	12	13	14
HP	31	32	33
Exp.	65	68	71

MOVES: Fury Attack, Focus Energy

Grimer — Poison



Lv	12	13	14
HP	41	44	47
Exp.	60	63	66

MOVES: Mud-Slap, Disable

Linoone — Normal



Lv	13	14
HP	28	29
Exp.	171	179

MOVE: Headbutt, Switcheroo

Oddish — Grass / Poison



Lv	13	14
HP	41	43
Exp.	74	78

MOVES: Acid, Absorb

Sentret — Normal



Lv	13	14
HP	42	43
Exp.	167	174

MOVE: Fury Swipes

Swinub — Ice / Ground



Lv	13	14
HP	38	41
Exp.	147	154

MOVES: Powder Snow, Mud-Slap

Swalot — Poison



Lv	13	14
HP	59	61
Exp.	222	232

MOVES: Sludge, Yawn

Tentacruel — Water / Poison



Lv	14
HP	69
Exp.	181

MOVES: Acid, Constrict

Sunflora — Grass



Lv	14
HP	41
Exp.	211

MOVES: GrassWhistle, Mega Drain

Abomasnow — Grass / Ice



Lv	14
HP	58
Exp.	253

MOVES: Powder Snow, GrassWhistle

Pokémon To Watch For



Stunky — B15—B19F

Its moves are a real hassle to deal with

Stunky's Focus Energy makes it certain to land a critical hit, and Screech greatly lowers its target's Defense. If Stunky uses those moves and then hits you with Fury Swipes, you're much more likely to be defeated. Since Stunky has few type weaknesses and is hard to knock out in one hit, use throwing items to take it down.



Stunky can explode when it faints, so it's an extremely good idea to stay back and use throwing items to beat it.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B21–B30F)

	B21 F	B22 F	B23 F	B24 F	B25 F	B26 F	B27 F	B28 F	B29 F	B30 F
	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S TC	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
	Random			Random				Random		
Dustox							Lv16 ▶		Lv17 ▶	
Snubbull	Lv14									
Ekans	Lv14									
Beedrill	Lv14									
Grimer	Lv14									Lv17
Oddish	Lv14	Lv15 ▶			Lv16					
Sentret	Lv14									
Swinub	Lv14	Lv15								
Swalot	Lv14	Lv15								
Tentacruel	Lv14	Lv15								
Sunflora	Lv14	Lv15 ▶								
Abomasnow	Lv14	Lv15 ▶								
Castform	Lv14	Lv15								
Shroomish	Lv14	Lv15 ▶			Lv16					
Beldum	Lv14	Lv15 ▶			Lv16					
Drifloon	Lv14	Lv15 ▶			Lv16					
Spinda		Lv15 ▶			Lv16					
Ledyba		Lv15 ▶			Lv16					
Farfetch'd			Lv15 ▶		Lv16 ▶					
Growlithe				Lv15	Lv16 ▶					
Trapinch				Lv15	Lv16 ▶					
Poliwag				Lv15	Lv16 ▶					
Voltorb					Lv16 ▶					
Mime Jr.						Lv16 ▶			Lv17 ▶	
Yanma						Lv16 ▶			Lv17 ▶	
Spinarak						Lv16 ▶			Lv17 ▶	
Dugtrio						Lv16 ▶			Lv17 ▶	
Meganium						Lv16 ▶			Lv17 ▶	
Teddiursa							Lv16 ▶		Lv17 ▶	
Monferno							Lv16 ▶		Lv17 ▶	
Rhyperior									Lv17 ▶	
Grotle									Lv17 ▶	
Honchkrow										Lv17
Electrike										Lv17

B21, B22, B24F

Don't fall asleep

There are three Pokémon here who can hit you with the Sleep condition. Since you're alone in this dungeon, that can put an early end to your adventure. Your best bet is to move through these floors as quickly as you can.



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Dungeon Pokémon Data

Dustox — Bug / Poison



Lv	16	17
HP	36	37
Exp.	127	132

MOVES: Confusion, Protect, Gust
ABILITY: Shield Dust

Tentacruel — Water / Poison



Lv	14	15
HP	69	71
Exp.	181	189

MOVES: Acid, Constrict, Poison Sting, Supersonic

Farfetch'd — Normal / Flying



Lv	15	16
HP	51	53
Exp.	139	145

MOVES: Fury Attack, Fury Cutter, Poison Jab, Aerial Ace

Meganium — Grass



Lv	16	17
HP	65	68
Exp.	287	299

MOVES: Razor Leaf, Synthesis, PoisonPowder

Snubbull — Normal



Lv	14
HP	48
Exp.	179

MOVES: Thunder Fang, Lick, Fire Fang

Sunflora — Grass



Lv	14	15
HP	41	43
Exp.	211	220

MOVES: GrassWhistle, Mega Drain
ABILITY: Chlorophyll

Growlithe — Fire



Lv	15	16
HP	57	59
Exp.	158	165

MOVES: Ember, Bite, Roar
ABILITIES: Flash Fire, Intimidate

Teddiursa — Normal



Lv	16	17
HP	42	43
Exp.	125	130

MOVES: Fury Swipes, Lick, Fake Tears, Covet

Ekans — Poison



Lv	14
HP	56
Exp.	131

MOVES: Poison Sting, Bite
ABILITIES: Intimidate, Shed Skin

Abomasnow — Grass / Ice



Lv	14	15
HP	58	60
Exp.	253	264

MOVES: Powder Snow, GrassWhistle, Icy Wind, Razor Leaf

Trapinch — Ground



Lv	15	16
HP	60	61
Exp.	184	192

MOVES: Bite, Sand-Attack
ABILITY: Hyper Cutter

Monferno — Fire / Fighting



Lv	16	17
HP	67	70
Exp.	77	80

MOVES: Fury Swipes, Mach Punch, Ember, Taunt

Beedrill — Bug / Poison



Lv	14
HP	33
Exp.	71

MOVES: Fury Attack, Focus
ABILITY: Swarm

Castform — Normal



Lv	14	15
HP	57	58
Exp.	117	122

MOVES: Powder Snow, Ember, Tackle, Water Gun

Poliwag — Water



Lv	15	16
HP	48	51
Exp.	57	60

MOVES: DoubleSlap, Hypnosis, Bubble

Rhyperior — Ground / Rock



Lv	17
HP	38
Exp.	262

MOVES: Fury Attack, Poison Jab, Stomp
ABILITY: LightningRod

Grimer — Poison



Lv	14	17
HP	47	56
Exp.	66	75

MOVES: Mud-Slap, Disable, Poison Gas, Pound

Shroomish — Grass



Lv	14	15	16
HP	43	44	45
Exp.	131	136	142

MOVES: Stun Spore, Absorb, Leech Seed
ABILITY: Effect Spore

Voltorb — Electric / Gender ?



Lv	16
HP	48
Exp.	145

MOVES: Rollout, Spark, SonicBoom, Charge

Grotle — Grass



Lv	17
HP	59
Exp.	36

MOVES: Razor Leaf, Absorb
ABILITY: Overgrow

Oddish — Grass / Poison



Lv	14	15	16
HP	43	45	47
Exp.	78	81	85

MOVES: Acid, Absorb
ABILITY: Chlorophyll

Beldum — Steel / Psychic / Gender ?



Lv	14	15	16
HP	59	60	61
Exp.	250	261	272

MOVE: Take Down
ABILITY: Clear Body

Mime Jr. — Psychic



Lv	16	17
HP	48	48
Exp.	195	202

MOVES: DoubleSlap, Confusion, Encore, Copycat

Honchkrow — Dark / Flying



Lv	17
HP	71
Exp.	278

MOVES: Astonish, Pursuit
ABILITY: Super Luck

Sentret — Normal



Lv	14
HP	43
Exp.	174

MOVES: Fury Swipes, Quick Attack
ABILITY: Run Away

Drifloon — Ghost / Flying



Lv	14	15	16
HP	60	62	64
Exp.	144	151	157

MOVES: Constrict, Astonish
ABILITIES: Aftermath, Unburden

Yanma — Bug / Flying



Lv	16	17
HP	53	54
Exp.	185	192

MOVES: Quick Attack, Detect, SonicBoom, Tackle

Electrike — Electric



Lv	17
HP	52
Exp.	223

MOVE: Quick Attack
ABILITIES: LightningRod, Static

Swinub — Ice / Ground



Lv	14	15
HP	41	44
Exp.	154	160

MOVES: Powder Snow, Mud-Slap, Tackle
ABILITY: Snow Cloak

Spinda — Normal



Lv	15	16
HP	49	50
Exp.	187	195

MOVES: Copycat, Faint Attack, Tackle
ABILITY: Own Tempo

Spinarak — Bug / Poison



Lv	16	17
HP	48	50
Exp.	65	67

MOVES: Night Shade, Constrict, Poison Sting, String Shot

Swalot — Poison



Lv	14	15
HP	61	63
Exp.	232	242

MOVES: Sludge, Yawn, Poison Gas, Pound

Ledyba — Bug / Flying



Lv	15	16
HP	57	60
Exp.	211	220

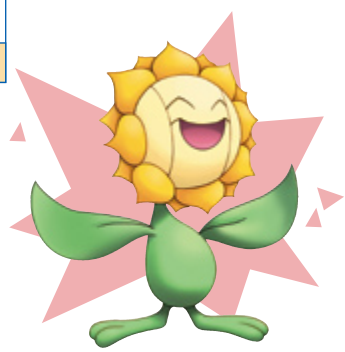
MOVES: Comet Punch, Supersonic, Tackle

Dugtrio — Ground



Lv	16	17
HP	58	61
Exp.	80	83

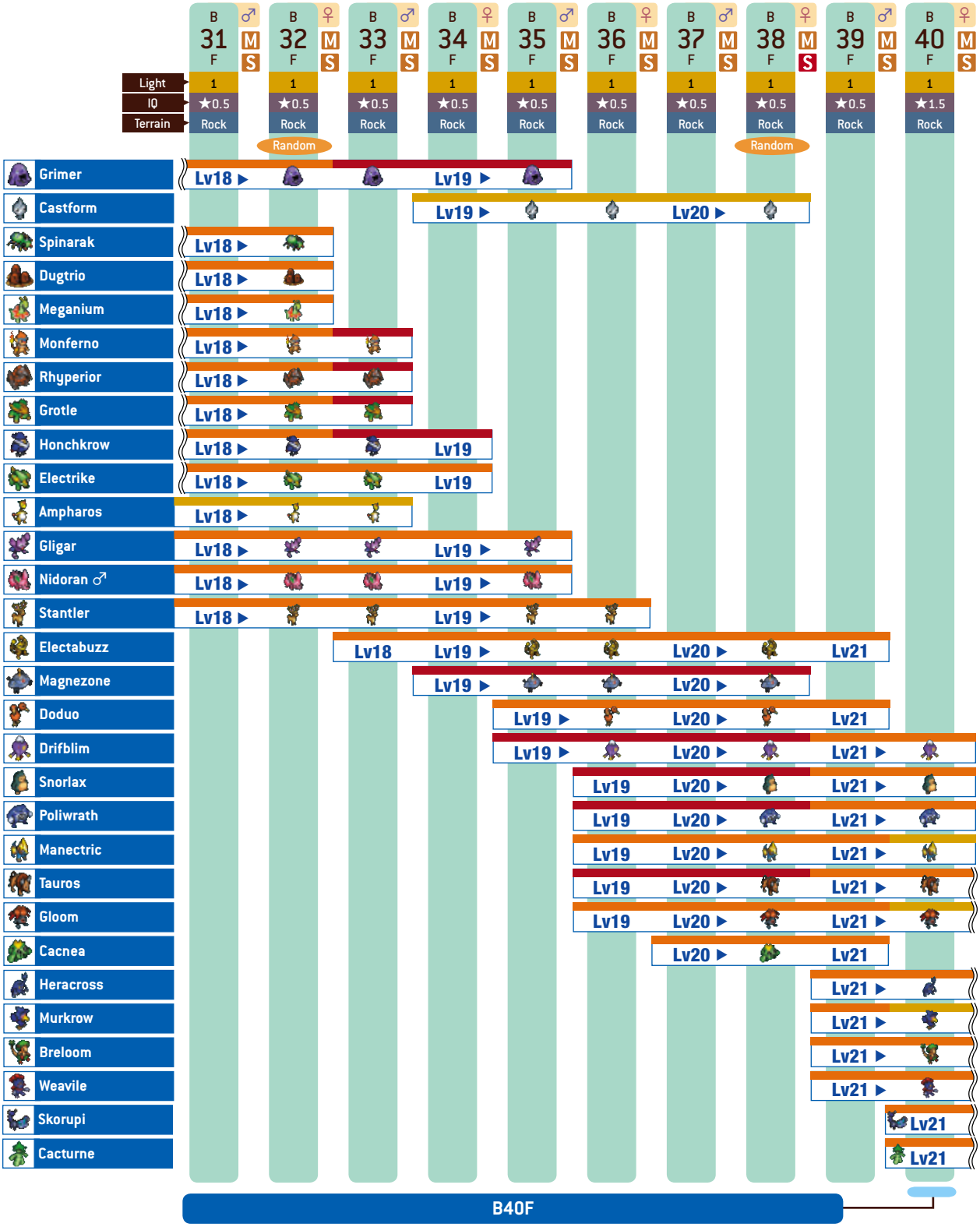
MOVES: Magnitude, Mud-Slap, Night Slash, Tri Attack



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B31–B40F)



Foes can use items against you

From this floor onward, your opponent Pokémon increase in IQ and can now pick up and use items. You'll receive a message on the screen whenever they pick something up, so remember who has what in case you have to battle them later. And some Pokémon have other new IQ Skills, such as Bodyguard.



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Dungeon Pokémon Data

Grimer — Poison



Lv	18	19
HP	58	60
Exp.	78	81

MOVES: Mud-Slap, Disable, Poison Gas
ABILITY: Stench

Ampharos — Electric



Lv	18
HP	50
Exp.	224

MOVES: ThunderShock, Fire Punch
ABILITY: Static

Manectric — Electric



Lv	19	20	21
HP	60	63	66
Exp.	352	365	378

MOVES: Quick Attack, Spark
ABILITY: LightningRod

Murkrow — Dark / Flying



Lv	21
HP	76
Exp.	228

MOVES: Night Shade, Astonish
ABILITY: Super Luck

Castform — Normal



Lv	19	20
HP	63	64
Exp.	142	147

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Gligar — Ground / Flying



Lv	18	19
HP	78	80
Exp.	145	151

MOVES: Quick Attack, Poison Sting
ABILITY: Sand Veil

Tauros — Normal ♂ only



Lv	19	20	21
HP	62	65	(*2)
Exp.	257	266	276

MOVES: Pursuit, Horn Attack, Tackle
ABILITY: Intimidate

Breloom — Grass / Fighting



Lv	21
HP	55
Exp.	201

MOVES: Stun Spore, Headbutt, Mega Drain, Absorb

Spinarak — Bug / Poison



Lv	18
HP	52
Exp.	70

MOVES: Night Shade, Constrict, Poison Sting, String Shot

Nidoran ♂ — Poison ♂ only



Lv	18	19
HP	58	59
Exp.	16	16

MOVES: Fury Attack, Double Kick, Poison Sting, Focus Energy, Peck

Gloom — Grass / Poison



Lv	19	20	21
HP	51	53	55
Exp.	106	110	114

MOVES: Sleep Powder, Stun Spore, Acid

Weavile — Dark / Ice



Lv	21
HP	64
Exp.	282

MOVES: Fury Swipes, Screech
ABILITY: Pressure

Dugtrio — Ground



Lv	18
HP	64
Exp.	86

MOVES: Magnitude, Mud-Slap, Night Slash, Tri Attack

Stantler — Normal



Lv	18	19
HP	34	34
Exp.	170	176

MOVES: Hypnosis, Stomp, Astonish, Tackle

Cacnea — Grass



Lv	20	21
HP	59	62
Exp.	217	225

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed

Skorupi — Poison / Bug



Lv	21
HP	83
Exp.	324

MOVES: Pin Missile, Poison Sting, Bite, Acupressure

Meganium — Grass



Lv	18
HP	71
Exp.	310

MOVES: Razor Leaf, Synthesis, PoisonPowder

Electabuzz — Electric



Lv	18	19	20	21
HP	42	44	46	48
Exp.	240	249	258	267

MOVES: Shock Wave, Quick Attack, ThunderShock, Low Kick

Heracross — Bug / Fighting



Lv	21
HP	(*3)
Exp.	156

MOVES: Fury Attack, Night Slash, Endure, Brick Break

Cacturne — Grass / Dark



Lv	21
HP	72
Exp.	240

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed

Monferno — Fire / Fighting



Lv	18
HP	72
Exp.	83

MOVES: Fury Swipes, Mach Punch, Ember, Taunt

Magnezone — Electric / Steel / Gender ?



Lv	19	20
HP	60	61
Exp.	338	350

MOVES: ThunderShock, Supersonic, Metal Sound

Rhyperior — Ground / Rock



Lv	18
HP	41
Exp.	272

MOVES: Fury Attack, Poison Jab, Stomp
ABILITY: LightningRod

Doduo — Normal / Flying



Lv	19	20	21
HP	50	51	54
Exp.	67	69	72

MOVES: Fury Attack, Quick Attack
ABILITY: Run Away

Grotle — Grass



Lv	18
HP	62
Exp.	37

MOVES: Razor Leaf, Absorb
ABILITY: Overgrow

Drifblim — Ghost / Flying



Lv	19	20	21
HP	66	68	70
Exp.	310	321	333

MOVES: Constrict, Astonish
ABILITIES: Aftermath, Unburden

Honchkrow — Dark / Flying



Lv	18	19
HP	74	78
Exp.	288	299

MOVES: Astonish, Pursuit
ABILITY: Super Luck

Snorlax — Normal



Lv	19	20	21
HP	84	87	(*1)
Exp.	338	350	363

MOVES: Lick, Yawn, Tackle, Belly Drum

Electrike — Electric



Lv	18	19
HP	55	58
Exp.	232	240

MOVE: Quick Attack
ABILITIES: LightningRod, Static

Poliwrath — Water / Fighting



Lv	19	20	21
HP	66	69	72
Exp.	400	414	429

MOVES: DoubleSlap, Hypnosis, BubbleBeam

*1— 90 HP on B39F, 100 HP on B40F
*2— 68 HP on B39F, 78 HP on B40F
*3— 49 HP on B39F, 59 HP on B40F
*4— B21–B22, B34–B38, B54–B59, B70–B79, B89–B94F

Pokémon To Watch For



Castform (*4)

Often changes the weather

Castform appears on multiple floors of this dungeon and, after B37F, it can change the floor weather to Sunny, Rain, or Hail. These weather conditions power up foes with Abilities like Chlorophyll, Swift Swim, and Snow Cloak, so watch out.



Snorlax B36—B40F

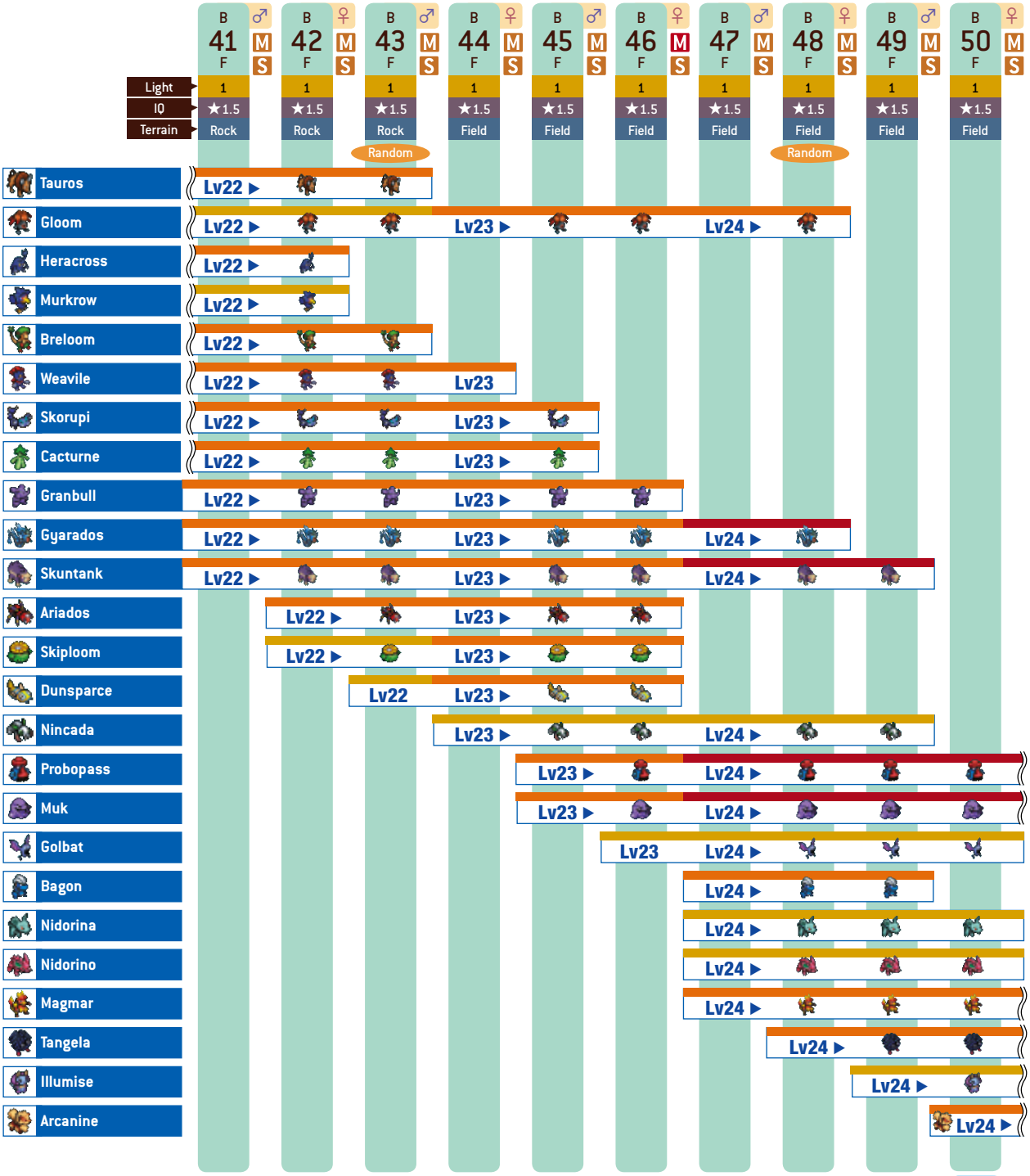
A dangerous foe who raises its Attack

Snorlax's Belly Drum maximizes its Attack, enabling it to do massive damage. With high HP to boot, it's not an easy foe to knock out—if Snorlax gets close to you and uses Belly Drum, immobilize it first (by inflicting the Sleep condition, etc.) and then attack.

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Pokémon Dungeon Breakdown

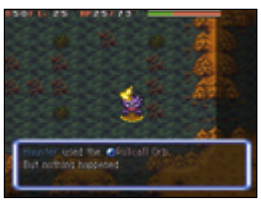
Shopkeeper Level: Lv50 (B41–B50F)



B50F

Discard the Rollcall Orb

Rollcall Orbs can be found from B50F onward. This item is useless to you unless you're here with a client, but enemy Pokémon can use it to summon up a swarm of allies. If you find a Rollcall Orb, use it so that an opponent can't later pick it up.



If a nearby foe uses the Rollcall Orb, a swarm of enemies will be warped right to the spot.

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Dungeon Pokémon Data

Tauros — Normal — ♂ only



Lv	22
HP	81
Exp.	285

MOVES: Pursuit, Horn Attack, Tackle
ABILITY: Intimidate

Gloom — Grass — Poison



Lv	22	23	24
HP	57	59	61
Exp.	117	121	125

MOVES: Sleep Powder, Stun Spore, Acid

Heracross — Bug — Fighting



Lv	22
HP	61
Exp.	161

MOVES: Fury Attack, Night Slash, Endure, Brick Break

Murkrow — Dark — Flying



Lv	22
HP	80
Exp.	235

MOVES: Night Shade, Astonish
ABILITY: Super Luck

Breloom — Grass — Fighting



Lv	22
HP	67
Exp.	207

MOVES: Stun Spore, Headbutt, Mega Drain, Absorb

Weavile — Dark — Ice



Lv	22	23
HP	66	68
Exp.	291	300

MOVES: Fury Swipes, Screech
ABILITY: Pressure

Skorupi — Poison — Bug



Lv	22	23
HP	84	85
Exp.	334	345

MOVES: Pin Missile, Poison Sting, Bite, Acupressure

Cacturne — Grass — Dark



Lv	22	23
HP	75	78
Exp.	248	256

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed

Granbull — Normal



Lv	22	23
HP	56	57
Exp.	266	275

MOVES: Thunder Fang, Lick, Fire Fang

Gyarados — Water — Flying



Lv	22	23	24
HP	66	68	70
Exp.	356	368	379

MOVES: Bite, Thrash, Dragon Rage
ABILITY: Intimidate

Skuntank — Poison — Dark



Lv	22	23	24
HP	39	41	43
Exp.	390	403	415

MOVES: Fury Swipes, Screech, Slash
ABILITY: Aftermath

Ariados — Bug — Poison



Lv	22	23
HP	45	47
Exp.	167	172

MOVES: Fury Swipes, Bug Bite, Shadow Sneak, Night Shade

Skiploom — Grass — Flying



Lv	22	23
HP	60	61
Exp.	167	172

MOVES: Bullet Seed, Sleep Powder, Stun Spore

Dunsparce — Normal



Lv	22	23
HP	44	45
Exp.	192	198

MOVES: Rollout, Spite, Yawn
ABILITY: Run Away

Nincada — Bug — Ground



Lv	23	24
HP	31	31
Exp.	224	231

MOVES: Fury Swipes, Mind Reader, Leech Life, Scratch

Probopass — Rock — Steel



Lv	23	24
HP	89	90
Exp.	393	405

MOVES: Magnet Bomb, Tackle, Block

Muk — Poison



Lv	23	24
HP	71	73
Exp.	352	363

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable

Golbat — Poison — Flying



Lv	23	24
HP	62	65
Exp.	361	371

MOVES: Screech, Bite, Astonish, Confuse Ray

Bagon — Dragon



Lv	24
HP	76
Exp.	343

MOVES: Bite, Headbutt, Focus Energy, Leer, Rage

Nidorina — Poison — ♀ only



Lv	24
HP	80
Exp.	122

MOVES: Fury Swipes, Double Kick, Poison Sting, Bite, Scratch

Nidorino — Poison — ♂ only



Lv	24
HP	68
Exp.	122

MOVES: Fury Attack, Double Kick, Poison Sting, Focus Energy, Horn Attack

Magmar — Fire



Lv	24
HP	82
Exp.	280

MOVES: Smog, Ember, SmokeScreen, Fire Spin

Tangela — Grass



Lv	24
HP	40
Exp.	92

MOVES: Sleep Powder, Constrict, Absorb
ABILITY: Chlorophyll

Illumise — Bug — ♀ only



Lv	24
HP	82
Exp.	280

MOVES: Quick Attack, Charm, Moonlight, Tackle

Arcanine — Fire



Lv	24
HP	89
Exp.	273

MOVES: Thunder Fang, Fire Fang, Bite

Pokémon To Watch For



Dunsparce — B43F—B46F

Its move can zero out your PP

Dunsparce's Spite move will zero out the PP of the last move you used. However, its Ability is Run Away, so once you do some damage it'll take on Terrified status and flee.



If you do at least 24 HP of damage to Dunsparce, it becomes Terrified and stops attacking you.



Skuntank — B41—B49F

Has a variety of annoying moves

Skuntank has some powerful moves: Toxic will Badly Poison you and rapidly deplete your HP, and Fury Swipes makes multiple attacks in a single turn. That makes Skuntank dangerous to fight unless you either immobilize it or dish out a one-hit KO.



If you're Badly Poisoned, either heal yourself with an item or run for the stairs.

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Pokémon Dungeon Breakdown

Shopkeeper Level — Lv50 (B51–B60F)

	B51F ♂M ♀S	B52F ♂M ♀S	B53F ♂M ♀S	B54F ♂M ♀S	B55F ♂S ♀M	B56F ♂M ♀S	B57F ♂M ♀S	B58F ♂M ♀S	B59F ♂M ♀S	B60F ♂M ♀S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field
		Random					Random			
Castform				Lv24	Lv25 ▶					
Dugtrio										Lv25 ▶
Probopass	Lv24 ▶									
Muk	Lv24 ▶				Lv25					
Magmar	Lv24 ▶									
Tangela	Lv24 ▶									
Illumise	Lv24 ▶									
Arcanine	Lv24 ▶				Lv25					
Fearow	Lv24 ▶									
Shuckle	Lv24 ▶				Lv25					
Forretress	Lv24 ▶				Lv25					
Hitmonchan	Lv24 ▶				Lv25 ▶					
Hitmonlee	Lv24 ▶				Lv25 ▶					
Electrode	Lv24 ▶				Lv25 ▶					
Magby			Lv24 ▶		Lv25 ▶					
Numel			Lv24 ▶		Lv25 ▶					
Drapion					Lv25 ▶					
Mightyena						Lv25 ▶				
Magcargo						Lv25 ▶				
Ditto						Lv25 ▶				
Rampardos							Lv25 ▶			
Rapidash							Lv25 ▶			
Torkoal							Lv25 ▶			
Rhyhorn								Lv25 ▶		
Swablu								Lv25 ▶		
Kricketune									Lv25 ▶	
Arbok										Lv25 ▶
Snorunt										Lv25 ▶
Piloswine										Lv25 ▶



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Dungeon Pokémon Data

Castform — Normal

Lv	24	25
HP	68	69
Exp.	168	173

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Dugtrio — Ground

Lv	24
HP	82
Exp.	108

MOVES: Magnitude, Sucker Punch, Mud-Slap, Night Slash

Probopass — Rock / Steel

Lv	24
HP	90
Exp.	405

MOVES: Magnet Bomb, Tackle, Block

Muk — Poison

Lv	24	25
HP	73	75
Exp.	363	374

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable

Magmar — Fire

Lv	24
HP	82
Exp.	280

MOVES: Smog, Ember, SmokeScreen, Fire Spin

Tangela — Grass

Lv	24
HP	40
Exp.	92

MOVES: Sleep Powder, Constrict, Absorb
ABILITY: Chlorophyll

Illumise — Bug (♀ only)

Lv	24
HP	82
Exp.	280

MOVES: Quick Attack, Charm, Moonlight, Tackle

Arcanine — Fire

Lv	24	25
HP	89	92
Exp.	273	282

MOVES: Thunder Fang, Fire Fang, Bite

Fearow — Normal / Flying

Lv	24
HP	89
Exp.	227

MOVES: Fury Attack, Pluck, Mirror Move, Pursuit

Shuckle — Bug / Rock

Lv	24	25
HP	61	64
Exp.	247	255

MOVES: Constrict, Encore, Endure, Safeguard

Forretress — Bug / Steel

Lv	24	25
HP	71	73
Exp.	382	394

MOVES: Bug Bite, Selfdestruct, Protect, Take Down, Rapid Spin

Hitmonchan — Fighting (♂ only)

Lv	24	25
HP	95	96
Exp.	310	319

MOVES: Comet Punch, Agility, Mach Punch

Hitmonlee — Fighting (♂ only)

Lv	24	25
HP	96	97
Exp.	181	187

MOVES: Double Kick, Rolling Kick, Focus Energy, Brick Break

Electrode — Electric / Gender ?

Lv	24	25
HP	81	84
Exp.	343	353

MOVES: Rollout, Screech, Spark, SonicBoom

Magby — Fire

Lv	24	25
HP	74	75
Exp.	250	258

MOVES: Smog, Ember, Confuse Ray, SmokeScreen

Numel — Fire / Ground

Lv	24	25
HP	90	93
Exp.	250	258

MOVES: Magnitude, Ember, Focus Energy, Take Down

Drapion — Poison / Dark

Lv	25
HP	96
Exp.	414

MOVES: Pin Missile, Thunder Fang, Poison Sting, Fire Fang

Mightyena — Dark

Lv	25
HP	63
Exp.	329

MOVES: Bite, Howl, Tackle
ABILITY: Quick Feet

Magcargo — Fire / Rock

Lv	25
HP	81
Exp.	241

MOVES: Smog, Ember, Yawn, Recover, Rock Slide

Ditto — Normal / Gender ?

Lv	25
HP	76
Exp.	214

MOVE: Transform
ABILITY: Limber

Rampardos — Rock

Lv	25
HP	72
Exp.	319

MOVES: Headbutt, Focus Energy, Assurance, Take Down, Pursuit

Rapidash — Fire

Lv	25
HP	90
Exp.	316

MOVES: Quick Attack, Poison Jab, Ember, Stomp

Torkoal — Fire

Lv	25
HP	105
Exp.	168

MOVES: Smog, Ember, SmokeScreen, Fire Spin

Rhyhorn — Ground / Rock

Lv	25
HP	72
Exp.	340

MOVES: Rock Blast, Fury Attack
ABILITY: LightningRod

Swablu — Normal / Flying

Lv	25
HP	92
Exp.	363

MOVES: Fury Attack, Sing, Astonish, Peck, Safeguard

Kricketune — Bug

Lv	25
HP	45
Exp.	241

MOVES: Fury Cutter, Sing, Focus Energy, Leech Life, Bide

Arbok — Poison

Lv	25
HP	89
Exp.	323

MOVES: Screech, Thunder Fang, Crunch, Acid

Snorunt — Ice

Lv	25
HP	61
Exp.	329

MOVES: Powder Snow, Icy Wind, Bite, Headbutt, Protect

Mamoswine — Ice / Ground

Lv	25
HP	67
Exp.	265

MOVES: Powder Snow, AncientPower, Icy Wind, Mud Bomb

Pokémon To Watch For

Fearow — B51F—B54F

Its Mirror Move turns your moves against you

Fearow's Mirror Move and Pluck are the moves to watch out for here. Knock it out with throwing items or attacks before it gets too close.



If you attack Fearow while it has the Mirror Move condition, your attack will be deflected back at you.

Swablu — B58—B64F

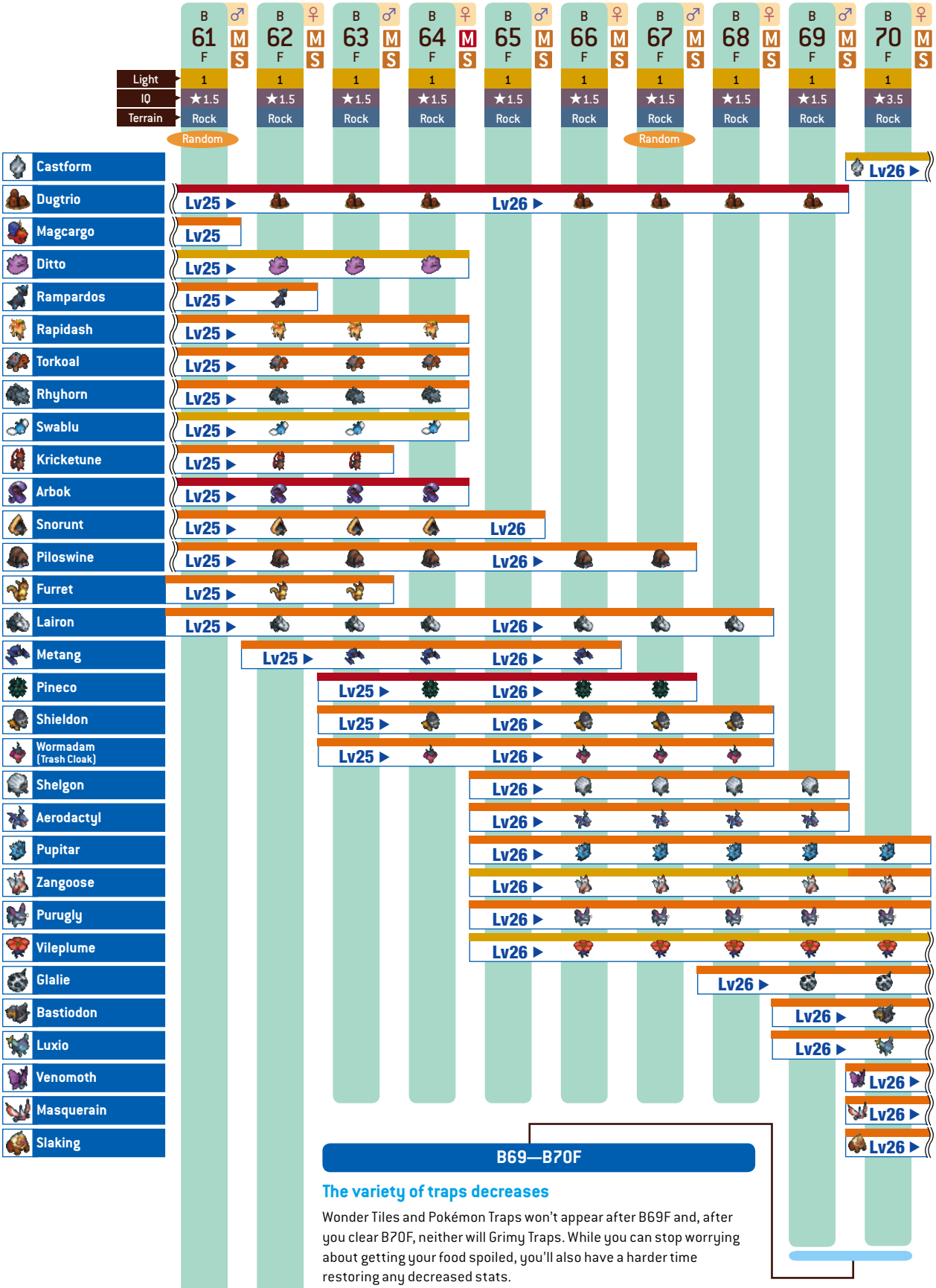
Has unusually high stats

Swablu's stats are comparable to the Pokémon you'll encounter on B90F or later, plus it uses Sing to put you to sleep. As always, the key is to immobilize it before you fight it.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B61–B70F)



B69—B70F

The variety of traps decreases

Wonder Tiles and Pokémon Traps won't appear after B69F and, after you clear B70F, neither will Grimy Traps. While you can stop worrying about getting your food spoiled, you'll also have a harder time restoring any decreased stats.

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Dungeon Pokémon Data

Castform — Normal



Lv	26
HP	70
Exp.	178

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Arbok — Poison



Lv	25
HP	89
Exp.	323

MOVES: Screech, Thunder Fang, Crunch, Acid

Aerodactyl — Rock / Flying



Lv	26
HP	54
Exp.	182

MOVES: Agility, AncientPower
ABILITY: Pressure

Bastiodon — Rock / Steel



Lv	26
HP	84
Exp.	395

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt

Dugtrio — Ground



Lv	25	26
HP	82	84
Exp.	108	112

MOVES: Magnitude, Sucker Punch, Mud-Slap, Night Slash

Snorunt — Ice



Lv	25	26
HP	61	62
Exp.	329	339

MOVES: Powder Snow, Icy Wind, Bite, Head Butt, Protect

Pupitar — Rock / Ground



Lv	26
HP	84
Exp.	329

MOVES: Screech, Sandstorm, Rock Slide, Bite

Luxio — Electric



Lv	26
HP	99
Exp.	140

MOVES: Spark, Bite, Howl, Charge, Tackle

Magcargo — Fire / Rock



Lv	25
HP	81
Exp.	241

MOVES: Smog, Ember, Yawn, Recover, Rock Throw

Piloswine — Ice / Ground



Lv	25	26
HP	67	69
Exp.	265	273

MOVES: Powder Snow, AncientPower, Icy Wind, Mud Bomb

Zangoose — Normal



Lv	26
HP	106
Exp.	399

MOVES: Fury Cutter, Quick Attack, Slash, Pursuit

Venomoth — Bug / Poison



Lv	26
HP	67
Exp.	171

MOVES: Silver Wind, Stun Spore, Psybeam

Ditto — Normal / Gender ?



Lv	25
HP	76
Exp.	214

MOVE: Transform
ABILITY: Limber

Furret — Normal



Lv	25
HP	68
Exp.	261

MOVES: Fury Swipes, Quick Attack, Helping Hand

Purugly — Normal



Lv	26
HP	86
Exp.	304

MOVES: Fury Swipes, Hypnosis, Fake Out, Charm

Masquerain — Bug / Flying



Lv	26
HP	83
Exp.	231

MOVES: Ominous Wind, Bubble, Quick Attack, Gust

Rampardos — Rock



Lv	25
HP	72
Exp.	319

MOVES: Headbutt, Focus Energy, Assurance, Take Down, Pursuit

Lairon — Steel / Rock



Lv	25	26
HP	93	95
Exp.	292	301

MOVES: Mud-Attack, Headbutt, Metal Claw, Take Down, Howl

Vileplume — Grass / Poison



Lv	26
HP	71
Exp.	367

MOVES: Stun Spore, Mega Drain
ABILITY: Chlorophyll

Slaking — Normal



Lv	26
HP	90
Exp.	395

MOVES: Yawn, Slack Off, Encore, Faint Attack, Scratch

Rapidash — Fire



Lv	25
HP	90
Exp.	316

MOVES: Quick Attack, Poison Jab, Ember, Stomp

Metang — Steel / Psychic / Gender ?



Lv	25	26
HP	76	77
Exp.	394	406

MOVES: Confusion, Metal Claw, Take Down, Scary Face

Glalie — Ice



Lv	26
HP	71
Exp.	350

MOVES: Powder Snow, Icy Wind, Bite, Headbutt

Torkoal — Fire



Lv	25
HP	105
Exp.	268

MOVES: Smog, Ember, SmokeScreen, Fire Spin

Pineco — Bug



Lv	25	26
HP	73	74
Exp.	163	168

MOVES: Bug Bite, Selfdestruct, Protect, Take Down, Rapid Spin

Rhyhorn — Ground / Rock



Lv	25
HP	72
Exp.	340

MOVES: Rock Blast, Fury Swipes
ABILITY: LightningRod

Shieldon — Rock / Steel



Lv	25	26
HP	80	83
Exp.	343	353

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt

Swablu — Normal / Flying



Lv	25
HP	92
Exp.	363

MOVES: Fury Swipes, Sing, Astonish, Peck, Safeguard

Wormadam (Trash Cloak) — Bug / Steel / ♀ only



Lv	25	26
HP	54	55
Exp.	340	350

MOVES: Confusion, Mirror Shot, Protect, Hidden Power

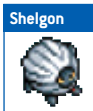
Kricketune — Bug



Lv	25
HP	45
Exp.	241

MOVES: Fury Cutter, Sing, Fury Attack, Leech Life, Bide

Shelgon — Dragon



Lv	26
HP	90
Exp.	416

MOVES: Ember, Bite, Headbutt, Fury Attack, Leer

Pokémon To Watch For



Piloswine B60F—B67F

Can attack multiple times in a row



Aerodactyl B65—B69F

Knows two dangerous moves

Both of these Pokémon use AncientPower. Should it hit, there's a chance that the user's Attack will increase and they'll also get to attack twice. To avoid this perilous situation, use type-effective moves to knock them out in one blow. Aerodactyl's Agility move can raise its allies' Movement Speed, so target Aerodactyl first—but save your long-range moves, since its increased speed will soon bring it within close range.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B71–B80F)

	B71F ♂ M S	B72F ♀ M S	B73F ♂ M S	B74F ♀ M S	B75F ♂ M S	B76F ♀ M S	B77F ♂ M S	B78F ♀ M S	B79F ♂ M S	B80F ♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
Grimer										Lv27 ▶
Castform	Lv26 ▶								Lv27	
Magmar				Lv26 ▶					Lv27 ▶	
Magby	Lv26 ▶									
Magcargo	Lv26 ▶									
Vileplume	Lv26 ▶								Lv27	
Glalie	Lv26 ▶									
Bastiodon	Lv26 ▶									
Luxio	Lv26 ▶									
Venomoth	Lv26 ▶									
Masquerain	Lv26 ▶									
Slaking	Lv26 ▶									
Mothim	Lv26 ▶									
Koffing	Lv26 ▶								Lv27	
Golem			Lv26 ▶						Lv27	
Rhydon			Lv26 ▶						Lv27	
Nidoqueen				Lv26 ▶						
Parasect				Lv26 ▶						
Duskull				Lv26 ▶						
Mamoswine				Lv26 ▶					Lv27	
Floatzel					Lv26 ▶				Lv27 ▶	
Prinplup					Lv26 ▶				Lv27 ▶	
Nidoking						Lv26 ▶			Lv27	
Gorebyss								Lv26	Lv27 ▶	
Porygon2									Lv27 ▶	
Camerupt										Lv27 ▶
Magmortar										Lv27 ▶
Mismagius										Lv27 ▶

B80F

Your priority is to clear the dungeon

After this point, all the dungeon Pokémon have the Exclusive Move User IQ Skill, making it risky to stick around looking for battles. If you're not looking for a shop or a specific item, take the stairs as soon as you find them.



When your opponents switch from regular attacks to moves, it's only a matter of time before they land a powerful hit.

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Dungeon Pokémon Data

Grimer — Poison

Lv	27
HP	76
Exp.	104

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable

Venomoth — Bug / Poison

Lv	26
HP	67
Exp.	171

MOVES: Silver Wind, Stun Spore, Psybeam, Confusion

Duskull — Ghost

Lv	26
HP	75
Exp.	350

MOVES: Shadow Sneak, Night Shade, Astonish, Confuse Ray

Gorebyss — Water

Lv	26	27
HP	84	87
Exp.	350	360

MOVES: Agility, Water Pulse, Confusion, Whirlpool

Castform — Normal

Lv	26	27
HP	70	71
Exp.	178	183

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Masquerain — Bug / Flying

Lv	26
HP	83
Exp.	231

MOVES: Ominous Wind, Bubble, Quick Attack, Gust

Mamoswine — Ice / Ground

Lv	26	27
HP	84	86
Exp.	385	396

MOVES: Powder Snow, Hail, AncientPower, Mud Bomb

Porygon2 — Normal — Gender ?

Lv	27
HP	106
Exp.	352

MOVES: Agility, Psybeam, Recover, Tackle

Magmar — Fire

Lv	26	27
HP	84	85
Exp.	297	306

MOVES: Smog, Ember, Confuse Ray, SmokeScreen

Slaking — Normal

Lv	26
HP	90
Exp.	395

MOVES: Yawn, Slack Off, Encore, Faint Attack, Scratch

Floatzel — Water

Lv	26	27
HP	70	71
Exp.	283	291

MOVES: Aqua Jet, Quick Attack, Crunch, Ice Fang

Camerupt — Fire / Ground

Lv	27
HP	97
Exp.	284

MOVES: Magnitude, Ember, Focus Energy, Take Down

Magby — Fire

Lv	26
HP	76
Exp.	266

MOVES: Smog, Ember, Confuse Ray, SmokeScreen

Mothim — Bug / Flying — ♂ only

Lv	26
HP	68
Exp.	392

MOVES: Bug Bite, Confusion, Protect, Hidden Power, Tackle

Prinplup — Water

Lv	26	27
HP	96	98
Exp.	108	111

MOVES: BubbleBeam, Bubble, Metal Claw, Tackle, Peck

Magmortar — Fire

Lv	27
HP	84
Exp.	399

MOVES: ThunderPunch, Smog, Ember, Confuse Ray, SmokeScreen

Magcargo — Fire / Rock

Lv	26
HP	84
Exp.	248

MOVES: AncientPower, Smog, Ember, Yawn

Koffing — Poison

Lv	26	27
HP	86	87
Exp.	297	306

MOVES: Selfdestruct, Sludge, Smog, Assurance, SmokeScreen

Nidoking — Poison / Ground — ♂ only

Lv	26	27
HP	69	72
Exp.	290	298

MOVES: Double Kick, Poison Sting, Thrash, Focus Energy, Peck

Mismagius — Ghost

Lv	27
HP	72
Exp.	360

MOVES: Spite, Psywave, Astonish, Magical Leaf

Vileplume — Grass / Poison

Lv	26	27
HP	71	74
Exp.	367	378

MOVES: Stun Spore, Mega Drain
ABILITY: Chlorophyll

Golem — Rock / Ground

Lv	26	27
HP	89	91
Exp.	360	370

MOVES: Magnitude, Rock Blast, Rollout, Selfdestruct

Glalie — Ice

Lv	26
HP	71
Exp.	350

MOVES: Powder Snow, Icy Wind, Bite, Headbutt

Rhydon — Ground / Rock

Lv	26	27
HP	80	83
Exp.	416	428

MOVES: Rock Blast, Fury Attack
ABILITY: LightningRod

Bastiodon — Rock / Steel

Lv	26
HP	84
Exp.	395

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt

Nidoqueen — Normal — ♀ only

Lv	26
HP	85
Exp.	374

MOVES: Double Kick, Body Slam, Poison Sting, Scratch

Luxio — Electric

Lv	26
HP	99
Exp.	140

MOVES: Spark, Bite, Roar, Charge, Tackle

Parasect — Bug / Grass

Lv	26
HP	53
Exp.	171

MOVES: Spore, Stun Spore, Slash, Cross Poison

Pokémon To Watch For

Magcargo — B56–B61, B71–B77F

Able to both attack and recover its HP

Magcargo can use Recover to restore its HP, and from B71F onward it also knows the potent AncientPower move. Break out the Water- or Ground-type moves in order to knock Magcargo out in one hit.

Parasect — B74—B78F

Can lull you to sleep from a distance

Whenever you're in the same room with Parasect, it can put you to sleep by using Spore. If you don't feel like a nap, run for the corridor or use an item to ward off the Sleep status condition.



Parasect's Ability can also put you to sleep if you attack from an adjacent square.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B81–B90F)

	B81F ♂ M	B81F ♀ S	B82F ♂ M	B82F ♀ S	B83F ♂ M	B83F ♀ S	B84F ♂ M	B84F ♀ S	B85F ♂ M	B85F ♀ S	B86F ♂ M	B86F ♀ S	B87F ♂ M	B87F ♀ S	B88F ♂ M	B88F ♀ S	B89F ♂ M	B89F ♀ S	B90F ♂ M	B90F ♀ S
Light	1		1		1		1		1		1		1		1		1		1	
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5	
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock	
	Random																Random			
Grimer	Lv27 ▶				Lv28 ▶															
Castform																	Lv29 ▶			
Gorebyss	Lv22 ▶																			
Porygon2	Lv27 ▶				Lv28 ▶															
Camerupt	Lv27 ▶				Lv28 ▶															
Magmortar	Lv27 ▶				Lv28 ▶															
Mismagius	Lv27 ▶				Lv28 ▶															
Garchomp	Lv27 ▶				Lv28 ▶															
Shuppet					Lv28 ▶								Lv29							
Ponyta							Lv28 ▶						Lv29 ▶							
Solrock											Lv28		Lv29 ▶							
Lucario											Lv28		Lv29 ▶							
Lunatone											Lv28		Lv29 ▶							
Ledian											Lv28		Lv29 ▶							
Dusclops											Lv28		Lv29 ▶							
Weezing											Lv28		Lv29 ▶							
Metagross																			Lv29 ▶	

B90F

The shop assortment changes

From B90F onward, the potential assortment of shop items shrinks to ten. This reduced selection includes some valuable items, however, so check these floors if you want to purchase them.



If you want a Tight Belt or Trap Scarf, you'll only find it in shops on B90F of this dungeon and beyond.



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Dungeon Pokémon Data

Grimer — Poison

	Lv	27	28
	HP	76	78
	Exp.	104	107

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable

Castform — Normal

	Lv	29
	HP	73
	Exp.	193

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Gorebyss — Water

	Lv	27
	HP	87
	Exp.	360

MOVES: Agility, Water Pulse, Confusion, Whirlpool

Porygon2 — Normal — Gender ?

	Lv	27	28
	HP	106	108
	Exp.	352	362

MOVES: Agility, Psybeam, Recover, Tackle

Camerupt — Fire — Ground

	Lv	27	28
	HP	97	100
	Exp.	284	292

MOVES: Magnitude, Ember, Focus Energy, Take Down

Magmortar — Fire

	Lv	27	28
	HP	84	86
	Exp.	399	410

MOVES: ThunderPunch, Smog, Fire Punch, Ember

Mismagius — Ghost

	Lv	27	28
	HP	72	73
	Exp.	360	370

MOVES: Spite, Psywave, Astonish, Magical Leaf

Garchomp — Dragon — Ground

	Lv	27	28
	HP	115	116
	Exp.	385	395

MOVES: Sandstorm, Slash, Fire Fang, Take Down

Shuppet — Ghost

	Lv	28	29
	HP	100	101
	Exp.	181	186

MOVES: Spite, Screech, Curse, Shadow Sneak, Night Shade

Ponyta — Fire

	Lv	28	29
	HP	93	95
	Exp.	325	334

MOVES: Flame Wheel, Ember, Stomp
ABILITY: Flash Fire

Solrock — Rock — Psychic — Gender ?

	Lv	28	29
	HP	109	112
	Exp.	377	387

MOVES: Psywave, Confusion, Fire Spin, Rock Polish

Lucario — Fighting — Steel

	Lv	28	29
	HP	103	105
	Exp.	144	148

MOVES: Bone Rush, Quick Attack, Dark Pulse, Force Palm

Lunatone — Rock — Psychic — Gender ?

	Lv	28	29
	HP	95	98
	Exp.	362	372

MOVES: Hypnosis, Psywave, Confusion, Rock Polish

Ledian — Bug — Flying

	Lv	28	29
	HP	79	80
	Exp.	407	418

MOVES: Silver Wind, Comet Punch, Mach Punch

Dusclops — Ghost

	Lv	28	29
	HP	81	83
	Exp.	414	425

MOVES: Shadow Sneak, Night Shade
ABILITY: Pressure

Weezing — Poison

	Lv	28	29
	HP	98	99
	Exp.	281	288

MOVES: Selfdestruct, Sludge, Smog, Assurance, SmokeScreen

Metagross — Steel — Psychic — Gender ?

	Lv	29
	HP	78
	Exp.	410

MOVES: Confusion, Metal Claw, Take Down, Pursuit, Scary Face

Pokémon To Watch For

Solrock — B86—B90F
Can do big damage at long range

Lunatone — B86—B90F
Uses several dangerous moves

Both Solrock and Lunatone can inflict 20–60 HP of damage with Psywave, a move with a 10-square range. Lunatone has Hypnosis too, so don't give it a chance to use any moves. If you encounter several of them in the same room, it's a good idea to immediately immobilize all of them.



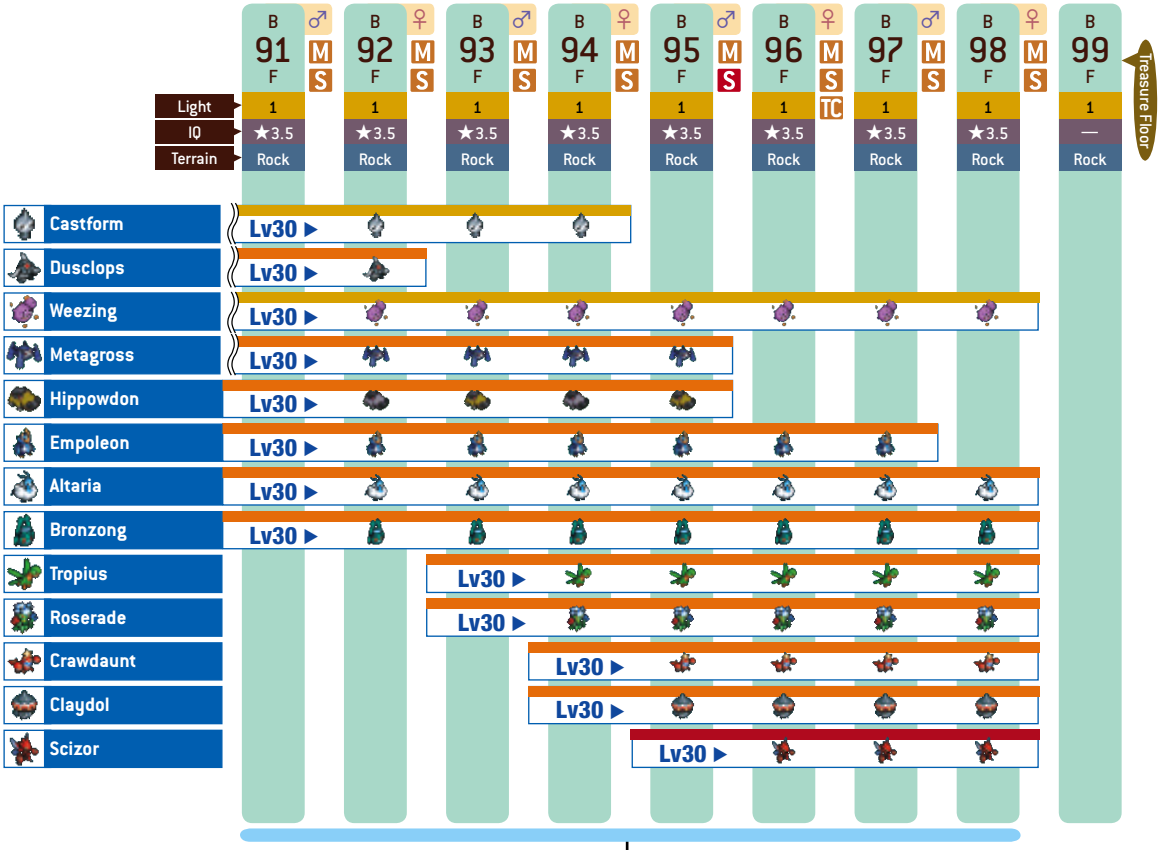
Just two Psywave attacks can be enough to take you out, if you're unlucky.



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B91–B98F)



B91—B98F

Use your items if that's what it takes to survive

By now, you're almost at the end of the dungeon. Now is not the time to be stingy, so if things aren't looking good for you, use items as needed in order to prevent defeat.



If you have Pure Seeds left, eat them and quickly move on to the next floor.



The final Treasure Chamber is down on B96F. If you have a Key, don't leave before searching the floor and grabbing the treasure.

Pokémon To Watch For



Altaria B91-B98F

Does a huge amount of damage

Altaria has a high Attack and its Fury Attack can make several consecutive attacks. If Altaria uses Sing to put you to sleep, then uses Fury Attack, it's a potentially deadly situation. The best defense is a good offense: quickly immobilize and defeat Altaria.



Bronzong B91—B98F

Its moves can put you to sleep... and more

Bronzong knows moves that can cause status conditions, such as Hypnosis and Imprison. However, it only uses these moves on adjacent targets. So, all you have to do is use throwing items or long-range moves to knock Bronzong out before it can get close.

Dungeon Pokémon Data

Castform Normal



Lv	30
HP	74
Exp.	198

MOVES: Powder Snow, Hail, Weather Ball, Ember, Sunny Day

Dusclops Ghost



Lv	30
HP	85
Exp.	436

MOVES: Curse, Shadow Sneak, Night Shade
ABILITY: Pressure

Weezing Poison



Lv	30
HP	100
Exp.	296

MOVES: Selfdestruct, Sludge, Smog, Assurance, SmokeScreen

Metagross Steel / Psychic / Gender ?



Lv	30
HP	79
Exp.	421

MOVES: Confusion, Metal Claw, Take Down, Pursuit, Scary Face

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Dungeon Pokémon Data

Hippowdon — Ground



Lv	30
HP	87
Exp.	479

MOVES: Thunder Fang, Fire Fang, Ice Fang, Bite

Bronzong — Steel / Psychic — Gender ?



Lv	30
HP	122
Exp.	405

MOVES: Imprison, Hypnosis, Confusion, Extrasensory

Crawdaunt — Water / Dark



Lv	30
HP	110
Exp.	518

MOVES: BubbleBeam, Bubble, Protect, Swift, ViceGrip

Empoleon — Water / Steel



Lv	30
HP	105
Exp.	425

MOVES: Fury Attack, BubbleBeam, Bubble, Metal Claw, Swagger

Tropius — Grass / Flying



Lv	30
HP	124
Exp.	397

MOVES: Razor Leaf, Stomp
ABILITY: Chlorophyll

Claydol — Ground / Psychic — Gender ?



Lv	30
HP	85
Exp.	429

MOVES: Selfdestruct, AncientPower, Psybeam, Confusion

Altaria — Dragon / Flying



Lv	30
HP	101
Exp.	405

MOVES: Fury Attack, Pluck, Sing, Astonish, Take Down

Roserade — Grass / Poison



Lv	30
HP	98
Exp.	347

MOVES: Weather Ball, Poison Sting, Mega Drain, Magical Leaf

Scizor — Bug / Steel



Lv	30
HP	104
Exp.	378

MOVES: False Swipe, Fury Cutter, Agility, Quick Attack

Traps Set

Name	Floor
Chestnut Trap	B1–B39F
Explosion Trap	All Floors
Grimy Trap	B1–B70F
Gust Trap	B1–B49F
Mud Trap	All Floors
Poison Trap	B3–B98F
Pokémon Trap	B1–B69F
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	B1–B59F
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	B1–B59F
Warp Trap	B1–B59F

Obtainable Items

Zero Isle South

Sticky — Yes

Equipment

Name	Floor	Shop
Bounce Band	All Floors	B1–B89F
Curve Band	All Floors	B1–B89F
Def. Scarf	All Floors	B1–B89F
Detect Band	All Floors	B90–B98F
Diet Ribbon	—	B1–B89F
Dodge Scarf	—	All Floors
Gaggle Specs	All Floors	—
Goggle Specs	—	B90–B98F
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	B1–B89F
Insomniscope	All Floors	B1–B89F
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	B1–B89F
Munch Belt	All Floors	B1–B89F
No-Aim Scope	All Floors	B1–B89F
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	B1–B89F
Pass Scarf	All Floors	B1–B89F
Patsy Band	All Floors	B1–B89F
Pecha Scarf	All Floors	B1–B89F
Persim Band	All Floors	B1–B89F
Pierce Band	—	B90–B98F
Plain Ribbon	All Floors	—
Power Band	All Floors	B1–B89F
Racket Band	All Floors	B1–B89F
Scope Lens	All Floors	B1–B89F
Sneak Scarf	—	B1–B89F
Special Band	All Floors	B1–B89F
Stamina Band	All Floors	B1–B89F
Tight Belt	—	B90–B98F
Trap Scarf	—	B90–B98F
Twist Band	All Floors	B1–B89F
Warp Scarf	All Floors	B1–B89F
Weather Band	All Floors	B1–B89F
Whiff Specs	All Floors	B1–B89F
X-Ray Specs	—	B1–B89F
Y-Ray Specs	—	B1–B89F
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	(*1)	B1–B89F
Gravelerock	(*1)	—
Iron Thorn	(*1)	B1–B89F
Silver Spike	(*1)	B1–B89F
Stick	(*1)	B1–B89F

Food

Name	Floor	Shop
Apple	(*1)	B1–B89F
Big Apple	(*1)	B1–B89F
Gravelyrock	(*1)	—
Grimy Food	(*1)	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	B1–B89F
Blinker Seed	All Floors	B1–B89F
Cheri Berry	All Floors	B1–B89F
Chesto Berry	All Floors	B1–B89F
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	B1–B89F
Heal Seed	All Floors	B1–B89F
Hunger Seed	—	B1–B89F
Joy Seed	All Floors	—
Life Seed	All Floors	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	B1–B89F
Pure Seed	All Floors	—
Quick Seed	All Floors	B1–B89F
Rawst Berry	All Floors	B1–B89F
Reviser Seed	All Floors	—
Reviver Seed	All Floors	B1–B89F
Sitrus Berry	All Floors	B1–B89F
Sleep Seed	All Floors	B1–B89F
Slip Seed	All Floors	—
Stun Seed	All Floors	B1–B89F
Totter Seed	All Floors	B1–B89F
Vanish Seed	—	B1–B89F
Via Seed	All Floors	—
Vile Seed	All Floors	B1–B89F
Violent Seed	All Floors	All Floors
Warp Seed	All Floors	B1–B89F
X-Eye Seed	All Floors	B1–B89F

Health Drinks

Name	Floor	Shop
Calcium	All Floors	—
Ginseng	All Floors	B90–B98F
Iron	All Floors	—
Max Elixir	All Floors	B1–B89F
Mix Elixir	All Floors	—
Protein	All Floors	—
Zinc	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	All Floors	B1–B89F
Attract	—	B1–B89F
Avalanche	All Floors	B1–B89F
Brick Break	All Floors	B1–B89F
Brine	All Floors	B1–B89F
Bulk Up	All Floors	—
Bullet Seed	All Floors	B1–B89F
Calm Mind	All Floors	B1–B89F
Captivate	All Floors	B1–B89F
Dark Pulse	All Floors	B1–B89F
Dig	All Floors	B1–B89F
Dive	All Floors	B1–B89F
Dragon Claw	All Floors	—
Embargo	All Floors	B1–B89F
Energy Ball	All Floors	B1–B89F
Explosion	All Floors	B1–B89F
Facade	All Floors	—
Fire Blast	All Floors	B1–B89F
Flamethrower	All Floors	B1–B89F
Flash	All Floors	B1–B89F
Focus Blast	All Floors	B1–B89F
Focus Punch	All Floors	B1–B89F
Frustration	All Floors	B1–B89F
Giga Drain	All Floors	B1–B89F
Giga Impact	All Floors	B1–B89F
Gyro Ball	All Floors	B1–B89F
Hidden Power	All Floors	B1–B89F
Hyper Beam	All Floors	B1–B89F
Ice Beam	All Floors	B1–B89F
Iron Tail	All Floors	B1–B89F
Light Screen	All Floors	B1–B89F
Natural Gift	All Floors	B1–B89F
Overheat	All Floors	B1–B89F
Payback	All Floors	B1–B89F
Poison Jab	All Floors	B1–B89F
Protect	All Floors	B1–B89F
Psych Up	All Floors	B1–B89F
Psychic	All Floors	B1–B89F
Recycle	All Floors	B1–B89F
Reflect	All Floors	B1–B89F
Rest	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	B1–B89F
Roost	All Floors	B1–B89F
Safeguard	All Floors	B1–B89F
Secret Power	All Floors	—
Shadow Ball	All Floors	B1–B89F
Shadow Claw	All Floors	B1–B89F
Shock Wave	All Floors	B1–B89F
Sleep Talk	All Floors	B1–B89F
Sludge Bomb	All Floors	—
SolarBeam	All Floors	B1–B89F
Stealth Rock	All Floors	B1–B89F
Steel Wing	All Floors	B1–B89F
Stone Edge	All Floors	B1–B89F
Swords Dance	All Floors	B1–B89F
Taunt	All Floors	B1–B89F
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	B1–B89F
Thunderbolt	All Floors	B1–B89F
Torment	All Floors	B1–B89F
Toxic	All Floors	B1–B89F
Vacuum-Cut	All Floors	B1–B89F
Water Pulse	All Floors	B1–B89F
Wide Slash	All Floors	B1–B89F
X-Scissor	All Floors	B1–B89F

Wonder Orbs

Name	Floor	Shop
All-Mach Orb	—	B1–B89F
Blowback Orb	All Floors	B1–B89F
Cleanse Orb	(*1)	B1–B89F
Decoy Orb	(*1)	B1–B89F
Drought Orb	(*1)	B1–B89F
Escape Orb	All Floors	—
Evasion Orb	(*1)	B1–B89F
Fill-In Orb	(*1)	B1–B89F
Foe-Hold Orb	—	B1–B89F
Hail Orb	(*1)	B1–B89F
Hurl Orb	(*1)	B1–B89F
Identify Orb	(*1)	B1–B89F
Invisify Orb	(*1)	—
Itemizer Orb	(*1)	B1–B89F
Lob Orb	(*1)	B1–B89F
Longtoss Orb	(*1)	B1–B89F
Luminous Orb	(*1)	B1–B89F
Mobile Orb	(*1)	B1–B89F
Mug Orb	(*1)	B1–B89F
One-Room Orb	(*1)	—
One-Shot Orb	(*1)	B1–B89F
Petrify Orb	(*1)	B1–B89F
Pierce Orb	All Floors	B1–B89F
Pounce Orb	(*1)	B1–B89F
Quick Orb	(*1)	B1–B89F
Radar Orb	(*1)	B1–B89F
Rainy Orb	(*1)	B1–B89F
Rebound Orb	(*1)	B1–B89F
Rocky Orb	(*1)	B1–B89F
Rollcall Orb	B50–B98F	—
Sandy Orb	(*1)	B1–B89F
Scanner Orb	(*1)	B1–B89F
See-Trap Orb	(*1)	B1–B89F
Shocker Orb	(*1)	B1–B89F
Silence Orb	(*1)	B1–B89F
Sizebust Orb	(*1)	B1–B89F
Slow Orb	(*1)	B1–B89F
Slumber Orb	(*1)	B1–B89F
Snatch Orb	(*1)	B1–B89F
Spurn Orb	—	B1–B89F
Stairs Orb	(*1)	B1–B89F
Stayaway Orb	(*1)	B1–B89F
Sunny Orb	(*1)	B1–B89F
Switcher Orb	(*1)	B1–B89F
Totter Orb	(*1)	B1–B89F
Transfer Orb	(*1)	B1–B89F
Trapbust Orb	(*1)	B1–B89F
Trapper Orb	(*1)	—
Trawl Orb	(*1)	—
Two-Edge Orb	(*1)	—
Warp Orb	(*1)	B1–B89F

Poké

Poké	All Floors	—

Other

Key	All Floors (*2)	—

*1— All Floors except B20F
*2— Is always on B1F only

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Dungeon 68

Zero Isle Center

Total 50 F

Replayable: Y

Apart from Togepi and Clefairy, all the Pokémon here are Lv90 or higher. This dungeon is rather unique in that every few floors, you'll find yourself facing opponents of a different type.

How to Unlock	Make 150 trades at the Recycle Shop
Initial Goal	Reach B50F
Recommended Level	Lv80+

Special Rules
- Up to 16 items allowed
- Cannot recruit Pokémon
- No Exp. earned from defeating foes
- Can't use regular attacks to uncover traps
- No Friend Rescues
- Final floor is always a treasure floor (p.26)

Special Rooms and Terrain

Room	Monster House (All floors)	Shop (All floors)
Terrain	Water	Trap

Tip Get Pumped Up and Go

Zero Isle Center is similar to Zero Isle North (p.295), so your strategy is basically the same. But with far more foes and traps, this dungeon is vastly more difficult: enemy Pokémon on Zero Isle Center B1F are the level equivalent of the Pokémon on Zero Isle North B70–B74F. You'll have a tough time clearing the dungeon unless you bulk up your stats by using items such as Gummis—raise your Defense and Special Defense over 200, if you can—or avoid fights and run for the stairs (see right).

Unlike Zero Isle North, there are no Treasure Chambers here, so you can move to the next floor as soon as you find the stairs.



Even if you're at full HP, you'll be knocked out in one hit unless you have high stats.

Tip How to Clear the Dungeon by Avoiding Pokémon

To get through the dungeon while avoiding enemies, have team members use the Stair Sensor and Map Surveyor IQ Skills to find the general location of the stairs. Then, equip a Pass Scarf or similar item and head straight for the stairs. In order to deal with low Belly and the dungeon's many traps, HP-restoring moves and the Trap Seer IQ Skills are also useful. With all this in mind, Palkia, Pidgey, and Farfetch'd would be good choices for team leader.



To guard against sudden attacks, your top priorities should include exclusive items and moves that increase Movement Speed (p.360).



Palkia's Absolute Mover IQ Skill is extremely useful: you can cross all types of terrain without worrying about an empty Belly.



Fill your Treasure Bag with Reviver Seeds, but leave room for essentials like the Pass Scarf or exclusive items.

Pokémon To Watch For

Empoleon B1—B49F
Hydro Cannon is devastating

Swampert B1—B49F
Has lots of Water-type moves

Both of these Pokémon know Hydro Cannon, a powerful long-range move. After using Hydro Cannon, the user has to pause for one turn—use that turn to defeat them.



Empoleon and Swampert's Water-type moves will power up when their HP is low. If you've already done some damage, finish the job right away.

Gible B1—B20F
Its Draco Meteor poses an imminent threat

Gible's Draco Meteor becomes less effective with each successive use, but its first attack has a devastating impact that affects all targets in the same room. Before you enter a room, restore your HP to avoid being the victim of a one-hit KO.



The Gible in Zero Isle Center have the No-Charger IQ Skill, so they'll attack immediately if they use Dig.

Treasure Floor

▼▼B50F

Items
- Deluxe Box ×4

Deluxe Box Contents
One of the team leader's exclusive items



Dungeon Pokémon Data

Golduck — Water

Lv	90	91	92	93
HP	149	150	151	152
Exp.	0	0	0	0

MOVES: Fury Swipes, Screech, Water Pulse, Hydro Pump, Aqua Jet, Confusion

Mantyke — Water / Flying

Lv	90	91	92	93
HP	178	179	180	181
Exp.	0	0	0	0

MOVES: Agility, Water Pulse, Hydro Pump, BubbleBeam, Bubble, Headbutt, Confuse Ray

Golem — Rock / Ground

Lv	90	91	92	93	94
HP	168	169	170	171	172
Exp.	0	0	0	0	0

MOVES: Magnitude, Earthquake, Rock Blast, Rollout, Explosion, Selfdestruct, Stone Edge

Relicanth — Water / Rock

Lv	90	91	92	93
HP	193	194	195	196
Exp.	0	0	0	0

MOVES: AncientPower, Hydro Pump, Rock Tomb, Yawn, Dive ABILITY: Swift Swim

Wailmer — Water

Lv	90	91	92	93
HP	203	204	205	206
Exp.	0	0	0	0

MOVES: Rollout, Water Pulse, Hydro Pump, Astonish, Bounce, Dive, Brine

Lairon — Steel / Rock

Lv	90	91	92	93	94
HP	151	152	153	154	155
Exp.	0	0	0	0	0

MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw, Protect, Metal Sound

CONTINUED ON NEXT PAGE

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B1–B10F)

Zero Isle Center (B1—B10F)

	B1F ♂	B1F ♀	B2F ♂	B2F ♀	B3F ♂	B3F ♀	B4F ♂	B4F ♀	B5F ♂	B5F ♀	B6F ♂	B6F ♀	B7F ♂	B7F ♀	B8F ♂	B8F ♀	B9F ♂	B9F ♀	B10F ♂	B10F ♀
Light	1		1		1		1		1		1		1		1		1		1	
IQ	★8.5		★8.5		★8.5		★8.5		★8.5		★8.5		★8.5		★8.5		★8.5		★8.5	
Terrain	Ice		Ice		Ice		Ice		Ice		Ice		Ice		Field		Field		Field	
Golduck	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93							
Relicanth	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93							
Mantyke	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93							
Wailmer	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93							
Golem	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Lairon	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Nosepass	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Gible	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Onix	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Hitmonlee	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Skarmory	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Empoleon	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Primeape	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Swampert	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Lucario	Lv90 ▶				Lv91 ▶				Lv92 ▶				Lv93 ▶				Lv94 ▶			
Tyranitar															Lv93		Lv94 ▶			
Sableye															Lv93		Lv94 ▶			
Togepi																			Lv5 ▶	

B1—B7F

Water-type Pokémon predominate

Up until B7F, you're most likely to encounter Water-type Pokémon. You'll take plenty of damage if a distant opponent hits you with Hydro Cannon, so avoid standing in your enemies' direct line of attack.



You'll also encounter water terrain on B1–B7F, so watch where you're going.

Dungeon Pokémon Data

Nosepass — Rock

Lv	90	91	92	93	94
HP	144	145	146	147	148
Exp.	0	0	0	0	0

MOVES: Earth Power, Discharge, Sandstorm, Zap Cannon, Stone Edge, Rock Slide, Lock-On

Skarmory — Steel / Flying

Lv	90	91	92	93	94
HP	164	165	166	167	168
Exp.	0	0	0	0	0

MOVES: Fury Attack, Agility, Slash, Night Slash, Air Cutter, Air Slash, Steel Wing

Lucario — Fighting / Steel

Lv	90	91	92	93	94
HP	166	167	168	169	170
Exp.	0	0	0	0	0

MOVES: Bone Rush, Aura Sphere, ExtremeSpeed, Quick Attack, Dark Pulse, Force Palm, Metal Claw

Gible — Dragon / Ground

Lv	90	91	92	93	94
HP	146	147	148	149	150
Exp.	0	0	0	0	0

MOVES: Draco Meteor, Sandstorm, Slash, Dragon Rush, Dig, Take Down, Dragon Rage

Empoleon — Water / Steel

Lv	90	91	92	93	94
HP	169	170	171	172	173
Exp.	0	0	0	0	0

MOVES: Fury Attack, Hydro Cannon, Hydro Pump, BubbleBeam, Bubble, Aqua Jet, Metal Claw

Tyranitar — Rock / Dark

Lv	93	94
HP	164	165
Exp.	0	0

MOVES: Earthquake, Screech, Sandstorm, Hyper Beam, Dark Pulse, Thunder Fang, Stone Edge

Onix — Rock / Ground

Lv	90	91	92	93	94
HP	176	177	178	179	180
Exp.	0	0	0	0	0

MOVES: Screech, Sandstorm, DragonBreath, Stone Edge, Iron Tail, Rock Tomb

Primeape — Fighting

Lv	90	91	92	93	94
HP	157	158	159	160	161
Exp.	0	0	0	0	0

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop, Swagger, Seismic Toss, Thrash

Sableye — Dark / Ghost

Lv	93	94
HP	160	161
Exp.	0	0

MOVES: Fury Swipes, Shadow Ball, Fake Out, Shadow Sneak, Night Shade, Shadow Claw

Hitmonlee — Fighting (♂ only)

Lv	90	91	92	93	94
HP	142	143	144	145	146
Exp.	0	0	0	0	0

MOVES: Double Kick, Blaze Kick, Rolling Kick, Endure, Focus Energy, Hi Jump Kick, Mind Reader

Swampert — Water / Ground

Lv	90	91	92	93	94
HP	166	167	168	169	170
Exp.	0	0	0	0	0

MOVES: Earthquake, Endeavor, Hydro Cannon, Muddy Water, Mud Bomb, Mud-Slap, Mud Shot, Protect

Togepi — Normal

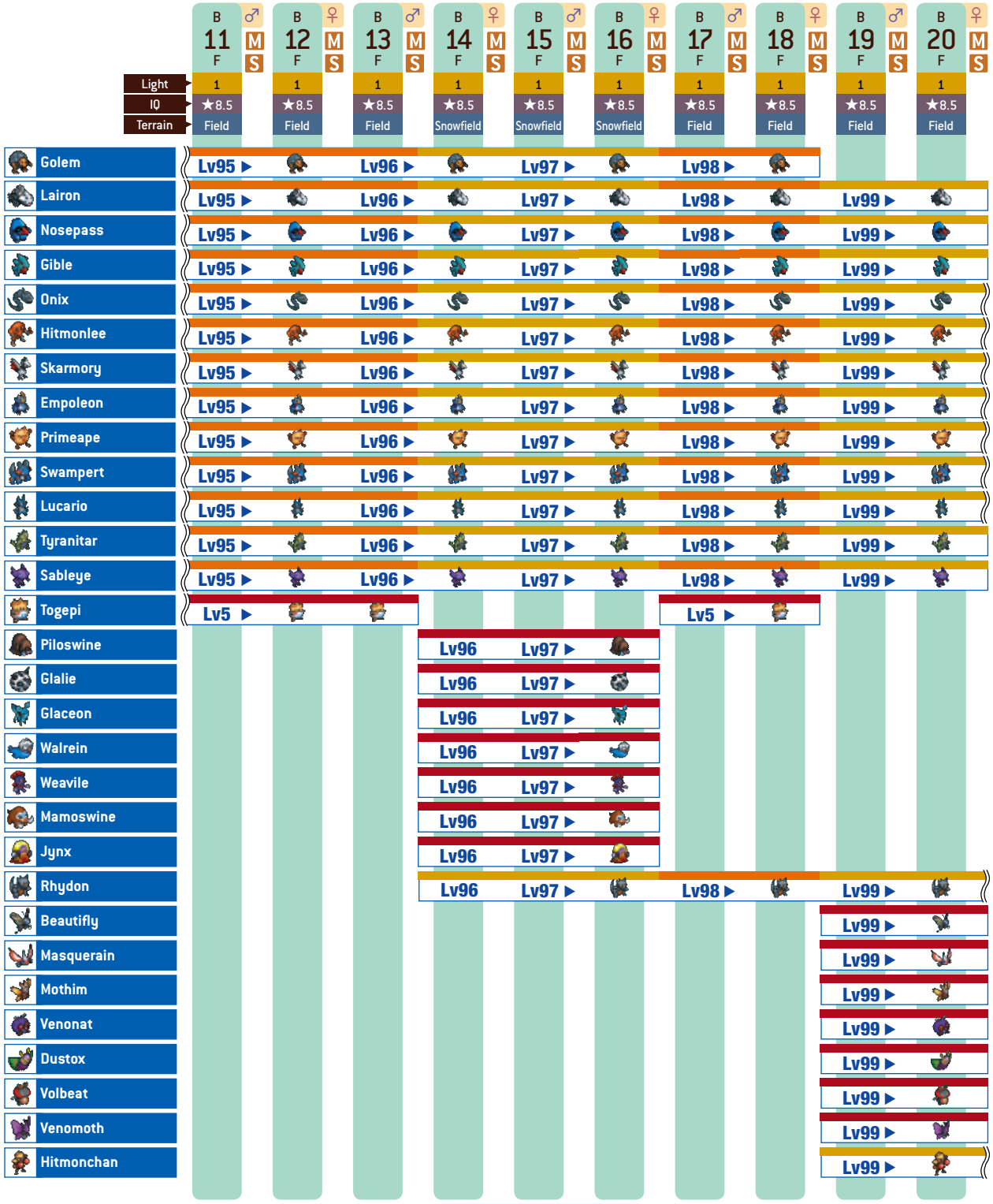
Lv	5
HP	20
Exp.	0

MOVES: Charm, Growl,
ABILITIES: Serene Grace, Hustle

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B11–20F)



B14—B16F

Hail warning ahead

Glaceon can use Hail to switch the floor's weather to Hail. Remember, Hail weather means that Ice-type Pokémon (except for Weavile) always hit with Blizzard and Mamoswine's Ability raises its evasion rate.

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Dungeon Pokémon Data

Golem — Rock / Ground



Lv	95	96	97	98
HP	173	174	175	176
Exp.	0	0	0	0

MOVES: Magnitude, Earthquake, Rock Blast, Rollout, Explosion, Selfdestruct, Stone Edge

Lairon — Steel / Rock



Lv	95	96	97	98	99
HP	156	157	158	159	160
Exp.	0	0	0	0	0

MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw, Protect, Metal Sound

Nosepass — Rock



Lv	95	96	97	98	99
HP	149	150	151	152	153
Exp.	0	0	0	0	0

MOVES: Earth Power, Discharge, Sandstorm, Zap Cannon, Stone Edge, Rock Slide, Lock-On

Gible — Dragon / Ground



Lv	95	96	97	98	99
HP	151	152	153	154	155
Exp.	0	0	0	0	0

MOVES: Draco Meteor, Sandstorm, Slash, Dragon Rush, Dig, Take Down, Dragon Rage

Onix — Rock / Ground



Lv	95	96	97	98	99
HP	181	182	183	184	185
Exp.	0	0	0	0	0

MOVES: Screech, Sandstorm, DragonBreath, Stone Edge, Iron Tail, Rock Tomb

Hitmonlee — Fighting / ♂ only



Lv	95	96	97	98	99
HP	147	148	149	150	151
Exp.	0	0	0	0	0

MOVES: Double Kick, Blaze Kick, Rolling Kick, Endure, Focus Energy, Hi Jump Kick, Mind Reader

Skarmory — Steel / Flying



Lv	95	96	97	98	99
HP	169	170	171	172	173
Exp.	0	0	0	0	0

MOVES: Fury Attack, Agility, Slash, Night Slash, Air Cutter, Air Slash, Steel Wing

Empoleon — Water / Steel



Lv	95	96	97	98	99
HP	174	175	176	177	178
Exp.	0	0	0	0	0

MOVES: Fury Attack, Hydro Cannon, Hydro Pump, BubbleBeam, Bubble, Aqua Jet, Metal Claw

Primeape — Fighting



Lv	95	96	97	98	99
HP	162	163	164	165	166
Exp.	0	0	0	0	0

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop, Swagger, Seismic Toss, Thrash

Swampert — Water / Ground



Lv	95	96	97	98	99
HP	171	172	173	174	175
Exp.	0	0	0	0	0

MOVES: Earthquake, Endeavor, Hydro Cannon, Muddy Water, Mud Bomb, Mud-Slap, Mud Shot, Protect

Lucario — Fighting / Steel



Lv	95	96	97	98	99
HP	171	172	173	174	175
Exp.	0	0	0	0	0

MOVES: Bone Rush, Aura Sphere, ExtremeSpeed, Quick Attack, Dark Pulse, Force Palm, Metal Claw

Tyranitar — Rock / Dark



Lv	95	96	97	98	99
HP	166	167	168	169	170
Exp.	0	0	0	0	0

MOVES: Earthquake, Screech, Sandstorm, Hyper Beam, Dark Pulse, Thunder Fang, Stone Edge

Sableye — Dark / Ghost



Lv	95	96	97	98	99
HP	162	163	164	165	166
Exp.	0	0	0	0	0

MOVES: Fury Swipes, Shadow Ball, Fake Out, Shadow Sneak, Night Shade, Shadow Claw

Togepi — Normal



Lv	5
HP	20
Exp.	0

MOVES: Charm, Growl
ABILITIES: Serene Grace, Hustle

Piloswine — Ice / Ground



Lv	96	97
HP	172	173
Exp.	0	0

MOVES: Blizzard, Earthquake, Powder Snow, Fury Attack, AncientPower, Icy Wind, Mud Bomb, Mud-Slap

Glalie — Ice



Lv	96	97
HP	171	172
Exp.	0	0

MOVES: Sheer Cold, Blizzard, Powder Snow, Hail, Ice Beam, Icy Wind, Crunch

Glaceon — Ice



Lv	96	97
HP	173	174
Exp.	0	0

MOVES: Blizzard, Hail, Icy Wind, Ice Shard, Quick Attack, Ice Fang, Bite

Walrein — Ice / Water



Lv	96	97
HP	140	141
Exp.	0	0

MOVES: Sheer Cold, Blizzard, Powder Snow, Ice Ball, Hail, Aurora Beam, Body Slam

Weavile — Dark / Ice



Lv	96	97
HP	153	154
Exp.	0	0

MOVES: Fury Swipes, Screech, Icy Wind, Quick Attack, Dark Pulse, Night Slash, Metal Claw

Mamoswine — Ice / Ground



Lv	96	97
HP	187	188
Exp.	0	0

MOVES: Blizzard, Earthquake, Powder Snow, Double Hit, Hail, AncientPower, Mud Bomb, Mud-Slap

Jynx — Ice / Psychic / ♀ only



Lv	96	97
HP	181	182
Exp.	0	0

MOVES: Perish Song, Blizzard, Powder Snow, DoubleSlap, Lovely Kiss, Body Slam, Lick

Rhydon — Ground / Rock



Lv	96	97	98	99
HP	158	159	160	161
Exp.	0	0	0	0

MOVES: Horn Drill, Earthquake, Rock Blast, Fury Attack, Stone Edge, Stomp **ABILITY:** LightningRod

Beautifly — Bug / Flying



Lv	99
HP	128
Exp.	0

MOVES: Silver Wind, Stun Spore, Bug Buzz, Attract, Morning Sun, Giga Drain, Absorb

Masquerain — Bug / Flying



Lv	99
HP	161
Exp.	0

MOVES: Ominous Wind, Silver Wind, Stun Spore, Bubble, Quick Attack, Bug Buzz

Mothim — Bug / Flying / ♂ only



Lv	99
HP	179
Exp.	0

MOVES: Silver Wind, Bug Bite, Psybeam, Bug Buzz, Confusion, Psychic

Venonat — Bug / Flying



Lv	99
HP	180
Exp.	0

MOVES: Sleep Powder, Stun Spore, Psybeam, Signal Beam, Confusion, Poison Fang

Dustox — Bug / Flying



Lv	99
HP	117
Exp.	0

MOVES: Silver Wind, Psybeam, Bug Buzz, Confusion, Toxic, Protect, Moonlight

Volbeat — Bug / ♂ only



Lv	99
HP	181
Exp.	0

MOVES: Signal Beam, Quick Attack, Bug Buzz, Zen Headbutt, Confuse Ray, Protect

Venomoth — Bug / Poison



Lv	99
HP	164
Exp.	0

MOVES: Silver Wind, Sleep Powder, Stun Spore, Psybeam, Signal Beam, Bug Buzz

Hitmonchan — Fighting / ♂ only



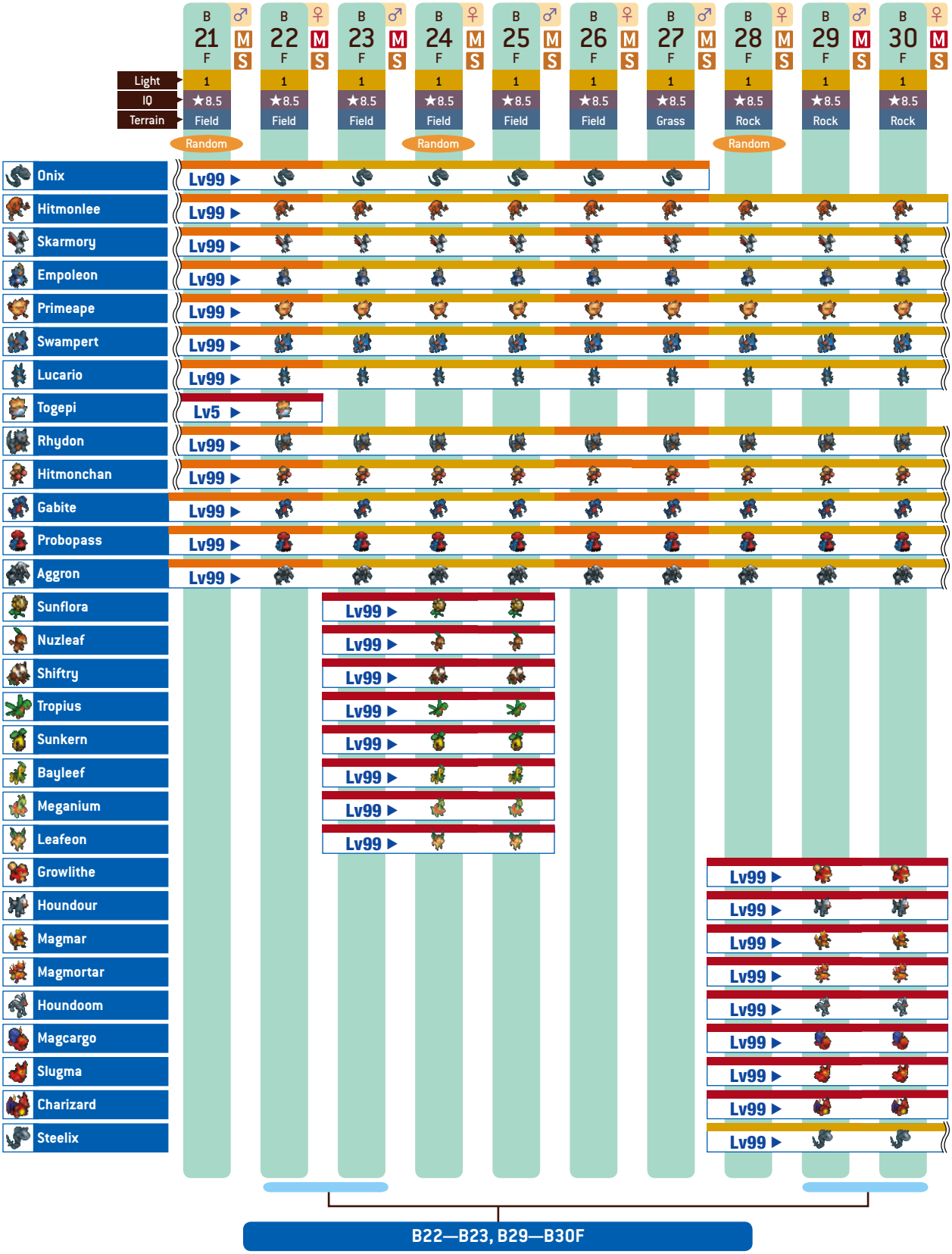
Lv	99
HP	150
Exp.	0

MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch, Bullet Punch, ThunderPunch

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B21–30F)



More Monster Houses

Each of these four floors between B21F and B30F is very likely to have a Monster House. For these Monster Houses, remember that B23F is mostly populated by Grass-types, while the Pokémon on B29–B30F are mainly Fire-types.

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Dungeon Pokémon Data

Onix
Rock / Ground



Lv	99
HP	185
Exp.	0

MOVES: Screech, Sandstorm, DragonBreath, Stone Edge

Hitmonlee
Fighting / ♂ only



Lv	99
HP	151
Exp.	0

MOVES: Double Kick, Blaze Kick, Rolling Kick, Endure, Focus Attack

Skarmory
Steel / Flying



Lv	99
HP	173
Exp.	0

MOVES: Fury Attack, Agility, Slash, Night Slash, Air Cutter

Empoleon
Water / Steel



Lv	99
HP	178
Exp.	0

MOVES: Fury Attack, Hydro Cannon, Hydro Pump, BubbleBeam

Primeape
Fighting



Lv	99
HP	166
Exp.	0

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop

Swampert
Water / Ground



Lv	99
HP	175
Exp.	0

MOVES: Earthquake, Endeavor, Hydro Cannon, Muddy Water, Mud Bomb

Lucario
Fighting / Steel



Lv	99
HP	175
Exp.	0

MOVES: Bone Rush, Aura Sphere, ExtremeSpeed, Quick Attack, Dark Pulse

Togepi
Normal



Lv	5
HP	20
Exp.	0

MOVES: Charm, Growl
ABILITIES: Serene Grace, Hustle

Rhydon
Ground / Rock



Lv	99
HP	161
Exp.	0

MOVES: Horn Drill, Earthquake, Rock Blast, Fury Attack **ABILITY:** LightningRod

Hitmonchan
Fighting / ♂ only



Lv	99
HP	150
Exp.	0

MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch

Gabite
Dragon / Ground



Lv	99
HP	164
Exp.	0

MOVES: Draco Meteor, Sandstorm, Slash, Dragon Rush, Dig

Probopass
Rock / Steel



Lv	99
HP	155
Exp.	0

MOVES: Earth Power, Discharge, Sandstorm, Zap Cannon, Stone Edge

Aggron
Steel / Rock



Lv	99
HP	149
Exp.	0

MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw

Sunflora
Grass



Lv	99
HP	157
Exp.	0

MOVES: Bullet Seed, Petal Dance, GrassWhistle, Leaf Storm

Nuzleaf
Grass / Dark



Lv	99
HP	138
Exp.	0

MOVES: Razor Leaf, Fake Out, Extrasensory, Swagger, Razor Wind

Shiftry
Grass / Dark



Lv	99
HP	137
Exp.	0

MOVES: Leaf Storm, Razor Leaf, Whirlwind
ABILITY: Chlorophyll

Tropius
Grass / Flying



Lv	99
HP	193
Exp.	0

MOVES: Leaf Storm, Razor Leaf, Body Slam, Air Slash

Sunkern
Grass



Lv	99
HP	159
Exp.	0

MOVES: Endeavor, GrassWhistle, Razor Leaf
ABILITY: Chlorophyll

Bayleef
Grass



Lv	99
HP	187
Exp.	0

MOVES: Razor Leaf, Body Slam, SolarBeam, Synthesis

Meganium
Grass



Lv	99
HP	187
Exp.	0

MOVES: Petal Dance, Razor Leaf, Body Slam, SolarBeam

Leafeon
Grass



Lv	99
HP	176
Exp.	0

MOVES: GrassWhistle, Razor Leaf, Quick Attack, Leaf Blade, Helping Hand

Growlithe
Fire



Lv	99
HP	184
Exp.	0

MOVES: Heat Wave, Agility, Flamethrower, Crunch, Flare Blitz

Houndour
Dark / Fire



Lv	99
HP	166
Exp.	0

MOVES: Beat Up, Flamethrower, Crunch, Smog, Fire Fang

Magmar
Fire



Lv	99
HP	147
Exp.	0

MOVES: Flamethrower, Lava Plume, Smog, Fire Blast, Fire Punch

Magmortar
Fire



Lv	99
HP	146
Exp.	0

MOVES: Hyper Beam, Flamethrower, Lava Plume, ThunderPunch

Houndoom
Dark / Fire



Lv	99
HP	166
Exp.	0

MOVES: Beat Up, Flamethrower, Thunder Fang, Crunch

Magcargo
Fire / Rock



Lv	99
HP	172
Exp.	0

MOVES: Earth Power, AncientPower, Flamethrower, Lava Plume

Slugma
Fire



Lv	99
HP	178
Exp.	0

MOVES: Earth Power, AncientPower, Flamethrower, Lava Plume

Charizard
Fire / Flying



Lv	99
HP	177
Exp.	0

MOVES: Heat Wave, Flamethrower, Blast Burn, Slash, Shadow Claw

Steelix
Steel / Ground



Lv	99
HP	203
Exp.	0

MOVES: Screech, Sandstorm, DragonBreath, Thunder Fang

Pokémon To Watch For



Growlithe B28—B30F
Uses Heat Wave



Charizard B28—B30F
An ace when it comes to Fire-type moves

These two Pokémon can use Heat Wave to hit all your team members in the room. For that reason, don't dawdle in the rooms here unless you have a good reason. And remember, if Growlithe is hit with a Fire-type attack or Charizard is low on HP, each of them has an Ability that powers up their Fire-type moves.



Rock-type moves are super effective against Charizard.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B31–40F)

	B31F ♂ M	B32F ♀ M	B33F ♂ M	B34F ♀ M	B35F ♂ M	B36F ♀ M	B37F ♂ M	B38F ♀ M	B39F ♂ M	B40F ♀ M
Light	1	1	1	1	1	1	1	1	1	1
IQ	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5
Terrain	Field	Field	Sand	Sand	Sand	Field	Field	Field	Field	Field
Skarmory	Lv99 ▶									
Empoleon	Lv99 ▶									
Primeape	Lv99 ▶									
Swampert	Lv99 ▶									
Lucario	Lv99 ▶									
Rhydon	Lv99 ▶									
Hitmonchan	Lv99 ▶									
Gabite	Lv99 ▶									
Probopass	Lv99 ▶									
Aggron	Lv99 ▶									
Steelix	Lv99 ▶									
Dragonite	Lv99 ▶									
Altaria	Lv99 ▶									
Elekid			Lv99 ▶							
Electivire			Lv99 ▶							
Electabuzz			Lv99 ▶							
Magnezone			Lv99 ▶							
Lanturn			Lv99 ▶							
Magneton			Lv99 ▶							
Luxray			Lv99 ▶							
Rotom			Lv99 ▶							
Clefairy			Lv5 ▶							
Garchomp						Lv99 ▶				
Ekans								Lv99 ▶		
Arbok								Lv99 ▶		
Croagunk								Lv99 ▶		
Koffing								Lv99 ▶		
Toxicroak								Lv99 ▶		
Grimer								Lv99 ▶		
Muk								Lv99 ▶		
Weezing								Lv99 ▶		

B38-B40F

An unpleasant Memento

Many of the foes here can use Memento to drastically lower your Attack and Sp. Attack. After a few rounds of that, your moves will be practically useless, so hurry to the next floor.



If you found a Twist Band, equip it on your team leader while you explore these floors.

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Dungeon Pokémon Data

Skarmory — Steel / Flying
Lv 99 | HP 173 | Exp. 0
MOVES: Fury Attack, Agility, Slash, Night Slash, Air Cutter

Steelix — Steel / Ground
Lv 99 | HP 203 | Exp. 0
MOVES: Screech, Sandstorm, DragonBreath, Thunder Fang

Rotom — Electric / Ghost / Gender ?
Lv 99 | HP 191 | Exp. 0
MOVES: Ominous Wind, Discharge, Substitute, Shock Wave, ThunderShock

Koffing — Poison
Lv 99 | HP 162 | Exp. 0
MOVES: Explosion, Selfdestruct, Memento, Destiny Bond, Sludge Bomb

Empoleon — Water / Steel
Lv 99 | HP 178 | Exp. 0
MOVES: Fury Attack, Hydro Cannon, Hydro Pump, BubbleBeam

Dragonite — Dragon / Flying
Lv 99 | HP 191 | Exp. 0
MOVES: Draco Meteor, Outrage, Agility, Hyper Beam

Clefairy — Normal
Lv 5 | HP 20 | Exp. 0
MOVES: Encore, Pound, Growl
ABILITY: Cute Charm

Toxicroak — Poison / Fighting
Lv 99 | HP 155 | Exp. 0
MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud-Slap, Poison Jab

Primeape — Fighting
Lv 99 | HP 166 | Exp. 0
MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop

Altaria — Dragon / Flying
Lv 99 | HP 155 | Exp. 0
MOVES: Perish Song, Draco Meteor, Fury Attack, Pluck, Sing

Garchomp — Dragon / Ground
Lv 99 | HP 164 | Exp. 0
MOVES: Draco Meteor, Sandstorm, Slash, Crunch, Fire Fang

Grimer — Poison
Lv 99 | HP 145 | Exp. 0
MOVES: Memento, Screech, Gunk Shot, Sludge Bomb

Swampert — Water / Ground
Lv 99 | HP 175 | Exp. 0
MOVES: Earthquake, Endeavor, Hydro Cannon, Muddy Water, Mud Bomb

Elekid — Electric
Lv 99 | HP 146 | Exp. 0
MOVES: Discharge, Screech, Shock Wave, Thunderbolt, Quick Attack

Ekans — Poison
Lv 99 | HP 183 | Exp. 0
MOVES: Screech, Gunk Shot, Mud Bomb, Acid, Poison Sting

Muk — Poison
Lv 99 | HP 148 | Exp. 0
MOVES: Memento, Screech, Gunk Shot, Sludge Bomb

Lucario — Fighting / Steel
Lv 99 | HP 175 | Exp. 0
MOVES: Bone Rush, Aura Sphere, ExtremeSpeed, Quick Attack, Dark Pulse

Electivire — Electric
Lv 99 | HP 156 | Exp. 0
MOVES: Discharge, Screech, Shock Wave, Thunderbolt, Quick Attack

Arbok — Poison
Lv 99 | HP 183 | Exp. 0
MOVES: Screech, Gunk Shot, Thunder Fang, Mud Bomb

Weezing — Poison
Lv 99 | HP 172 | Exp. 0
MOVES: Explosion, Selfdestruct, Double Hit, Memento, Destiny Bond

Rhydon — Ground / Rock
Lv 99 | HP 161 | Exp. 0
MOVES: Horn Drill, Earthquake, Rock Blast, Fury Attack **ABILITY:** LightningRod

Electabuzz — Electric
Lv 99 | HP 129 | Exp. 0
MOVES: Discharge, Screech, Shock Wave, Thunderbolt, Quick Attack

Croagunk — Poison / Fighting
Lv 99 | HP 157 | Exp. 0
MOVES: Sludge Bomb, Sucker Punch, Mud Bomb, Mud-Slap, Poison Jab

Hitmonchan — Fighting ♂ only
Lv 99 | HP 150 | Exp. 0
MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch

Magnezone — Electric / Steel / Gender ?
Lv 99 | HP 162 | Exp. 0
MOVES: Discharge, Screech, Zap Cannon, Spark, ThunderShock

Gabite — Dragon / Ground
Lv 99 | HP 164 | Exp. 0
MOVES: Draco Meteor, Sandstorm, Slash, Dragon Rush, Dig

Lanturn — Water / Electric
Lv 99 | HP 182 | Exp. 0
MOVES: Discharge, Signal Beam, Hydro Pump, BubbleBeam

Probopass — Rock / Steel
Lv 99 | HP 155 | Exp. 0
MOVES: Earth Power, Discharge, Sandstorm, Zap Cannon, Stone Edge

Magneton — Electric / Steel / Gender ?
Lv 99 | HP 168 | Exp. 0
MOVES: Discharge, Screech, Zap Cannon, Spark, ThunderShock

Aggron — Steel / Rock
Lv 99 | HP 149 | Exp. 0
MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw

Luxray — Electric
Lv 99 | HP 165 | Exp. 0
MOVES: Discharge, Thunder Fang, Spark, Crunch, Bite

Pokémon To Watch For

Rotom — B33—B35F
Can pass through any terrain type

Rotom can freely pass through any type of terrain, including walls, and it has room-wide attacks like Ominous Wind and Discharge. If you're in a corridor when it attacks you, use a move that can hit targets inside a wall.



Watch out for Substitute, too: this move causes your allies to turn on you.

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (B41–49F)

	B41 F	B42 F	B43 F	B44 F	B45 F	B46 F	B47 F	B48 F	B49 F	B50 F
Light	1	1	1	1	1	1	1	1	1	None
IQ	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	★8.5	—
Terrain	Field	Field	Building	Building	Building	Field	Field	Field	Field	Field
Skarmory	Lv99 ▶									
Empoleon	Lv99 ▶									
Primeape	Lv99 ▶									
Swampert	Lv99 ▶									
Lucario	Lv99 ▶									
Hitmonchan	Lv99 ▶									
Probopass	Lv99 ▶									
Aggron	Lv99 ▶									
Steelix	Lv99 ▶									
Dragonite	Lv99 ▶									
Altaria	Lv99 ▶									
Clefairy	Lv5 ▶									
Garchomp	Lv99 ▶									
Bronzong			Lv99 ▶							
Bronzor			Lv99 ▶							
Claydol			Lv99 ▶							
Mr. Mime			Lv99 ▶							
Alakazam			Lv99 ▶							
Mime Jr.			Lv99 ▶							
Baltoy			Lv99 ▶							
Kadabra			Lv99 ▶							

Treasure Floor

B41—B42, B46—B49F

Dragonite's appearance rate goes up

Dragonite frequently appears here, and its Draco Meteor is deadly. All you can do is avoid its range and keep your HP high enough to take a direct hit. However, if you have a move or an item that raises movement speed, use it before entering the same room as Dragonite. You can use this technique to run right past Dragonite—see below for details.



▶ Use a move or item to raise your movement speed. You can move two times if you're at double speed, or three times if you're at triple speed. Then raise your speed again.



▶ Each round you'll be able to move more than once, based on how much faster you've become.

Dungeon Pokémon Data

Skarmory — Steel / Flying



Lv	99
HP	173
Exp.	0

MOVES: Fury Attack, Agility, Slash, Night Slash, Air Cutter

Empoleon — Water / Steel



Lv	99
HP	178
Exp.	0

MOVES: Fury Attack, Hydro Cannon, Hydro Pump, BubbleBeam

Primeape — Fighting



Lv	99
HP	166
Exp.	0

MOVES: Fury Swipes, Screech, Cross Chop, Karate Chop

Swampert — Water / Ground



Lv	99
HP	175
Exp.	0

MOVES: Earthquake, Endeavor, Hydro Cannon, Muddy Water, Mud Bomb

Lucario — Fighting / Steel



Lv	99
HP	175
Exp.	0

MOVES: Bone Rush, Aura Sphere, ExtremeSpeed, Quick Attack, Dark Pulse

Hitmonchan — Fighting / ♂ only



Lv	99
HP	150
Exp.	0

MOVES: Comet Punch, Agility, Vacuum Wave, Mach Punch

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Dungeon Pokémon Data

Probopass
Rock / Steel



Lv	99
HP	155
Exp.	0

MOVES: Earth Power, Discharge, Sandstorm, Zap Cannon, Stone Edge

Aggron
Steel / Rock



Lv	99
HP	149
Exp.	0

MOVES: Mud-Slap, Iron Tail, Iron Head, Headbutt, Metal Claw

Steelix
Steel / Ground



Lv	99
HP	203
Exp.	0

MOVES: Screech, Sandstorm, DragonBreath, Thunder Fang

Dragonite
Dragon / Flying



Lv	99
HP	191
Exp.	0

MOVES: Draco Meteor, Outrage, Agility, Hyper Beam

Altaria
Dragon / Flying



Lv	99
HP	155
Exp.	0

MOVES: Perish Song, Draco Meteor, Fury Attack, Pluck, Sing

Clefairy
Normal



Lv	5
HP	20
Exp.	0

MOVES: Encore, Pound, Growl
ABILITY: Cute Charm

Garchomp
Dragon / Ground



Lv	99
HP	164
Exp.	0

MOVES: Draco Meteor, Sandstorm, Slash, Crunch, Fire Fang

Bronzong
Steel / Psychic / Gender ?



Lv	99
HP	177
Exp.	0

MOVES: Heal Block, Imprison, Hypnosis, Confusion

Bronzor
Steel / Psychic / Gender ?



Lv	99
HP	182
Exp.	0

MOVES: Heal Block, Imprison, Hypnosis, Confusion, Extrasensory

Claydol
Ground / Psychic / Gender ?



Lv	99
HP	168
Exp.	0

MOVES: Earth Power, Explosion, Selfdestruct , Heal Block, Sandstorm

Mr. Mime
Psychic



Lv	99
HP	149
Exp.	0

MOVES: DoubleSlap, Substitute, Psybeam, Confusion

Alakazam
Psychic



Lv	99
HP	149
Exp.	0

MOVES: Psybeam, Confusion, Psycho Cut, Psychic

Mime Jr.
Psychic



Lv	99
HP	158
Exp.	0

MOVES: DoubleSlap, Substitute, Psybeam, Confusion, Psychic

Baltoy
Ground / Psychic / Gender ?



Lv	99
HP	164
Exp.	0

MOVES: Earth Power, Explosion, Selfdestruct, Heal Block, Sandstorm

Kadabra
Psychic



Lv	99
HP	154
Exp.	0

MOVES: Psybeam, Confusion, Psycho Cut, Psychic, Disable

Pokémon To Watch For



Dragonite — B31—B49F
Its Draco Meteor move is to be feared



Altaria — B31—B49F
Can attack targets anywhere in the room



Garchomp — B36—B49F
Has Draco Meteor, just like Dragonite

All three Pokémon use Draco Meteor to attack all of your team members in the room. You minimize the risk of being hit by using a method like the one on the previous page. But that's not all—remember, Altaria also uses Perish Song.

Obtainable Items

Zero Isle Center
Sticky: Yes

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Friend Bow	All Floors	—
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Insomniscope	All Floors	—
No-Aim Scope	All Floors	—
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	—
Patsy Band	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Scope Lens	All Floors	—
Sneak Scarf	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Twist Band	All Floors	—
Weather Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	All Floors	—
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Silver Spike	All Floors	—
Stick	All Floors	—

Food

Name	Floor	Shop
Apple	All floors	—
Gravelyrock	All Floors	—
Huge Apple	—	All Floors

Gummis

Name	Floor	Shop
Black Gummi	—	All Floors
Blue Gummi	All Floors	All Floors
Brown Gummi	—	All Floors
Clear Gummi	All Floors	All Floors
Gold Gummi	All Floors	All Floors
Grass Gummi	—	All Floors
Gray Gummi	All Floors	All Floors
Green Gummi	—	All Floors
Orange Gummi	—	All Floors
Pink Gummi	All Floors	All Floors
Purple Gummi	All Floors	All Floors
Red Gummi	All Floors	All Floors
Royal Gummi	All Floors	All Floors
Silver Gummi	—	All Floors
Sky Gummi	—	All Floors
White Gummi	—	All Floors
Yellow Gummi	All Floors	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	All Floors
Doom Seed	All Floors	—
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	—
Heal Seed	—	All Floors
Joy Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviser Seed	All Floors	—
Reviver Seed	All Floors	—
Sitrus Berry	—	All Floors
Slip Seed	All Floors	—
Stun Seed	—	All Floors
Totter Seed	All Floors	—
Via Seed	All Floors	—
Vile Seed	—	All Floors
X-Eye Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Calcium	—	All Floors
Iron	—	All Floors
Max Elixir	All Floors	—
Mix Elixir	All Floors	—
Protein	—	All Floors
Zinc	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
Cleanse Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Hurl Orb	All Floors	—
Rebound Orb	All Floors	—
Rollcall Orb	All Floors	—
Trapbust Orb	All Floors	—

Poké

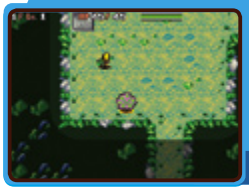
Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Explosion Trap	All Floors
Grimy Trap	All Floors
Grudge Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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Dungeon 69

Destiny Tower

Total 99F

Replayable Y

Destiny Tower is similar to Zero Isle South, but with some unique twists—your team leader's IQ Skills will be nullified, for one thing. Once you finally clear all 99 floors, you'll obtain the Space Globe.

How to Unlock	Sometimes appears when you drink a beverage at Spinda's Juice Bar
Initial Goal	Clear 99F and obtain Space Globe
Recommended Level	Lv30+

Special Rules
- Only the team leader can enter
- Level is reset to Lv1
- No items or Poké allowed
- Cannot recruit Pokémon
- IQ Skills are nullified
- Regular attacks can't be used to locate traps
- No Friend Rescues

Special Rooms and Terrain

Room	Monster House (6-99F)	Shop (All floors)	
Terrain	Water	Wonder Tile	Trap

Feature Even Tougher Than Zero Isle South

You'll have to clear 99 floors of Destiny Tower on your own, although this dungeon seems similar to Zero Isle South (p.331). But there are differences between the two, such as Destiny Tower's special rules, floor items, and the fairly high rate of appearance for shops. More importantly, there are no Reviver Seeds, no Friend Rescues, and of course, your adventure is over if you're down to 0 HP. Any mistakes could spell doom for your adventure, so be extremely careful here.



Although your IQ Skills are temporarily negated in this dungeon, your opponents' IQ Skills work just fine.

Key Item Differences Between Zero Isle South and Destiny Tower

- No TMs found on the floor (but available at shops)
- No Reviver Seeds
- Wonder Orbs are easier to find
- Up until 19F, throwing items are easier to find (but hurled throwing items won't be found)
- Items are highly likely to be Grimy

Tip Suitable Pokémon Are the Same as for Zero Isle South

Since Destiny Tower has some basic similarities to Zero Isle South, the guidelines on p.331 still apply when it comes to good team leader qualities, recommended Pokémon, and important items. But in Destiny Tower, it's not as easy to find TMs and earn Exp. during the first 2–3 floors. So when you choose a team leader, look closely at its Lv1 stats and the variety of moves it learns by leveling up. Other than the Drifblim or Smoochum recommended on p.331, Spiritomb or Rotom would also be good choices here. Hero candidate Pokémon do have good stat growth as they level up but their initial stats are low, which would make your early Destiny Tower battles more difficult.



Wonder Orbs are about twice as abundant as on Zero Isle South, making it easier to deal with Monster Houses.



Spiritomb has high stats at Lv1, and it acquires the powerful Faint Attack move at Lv7.

Dungeon Pokémon Data

Cleffa — Normal

Lv	1	2
HP	11	12
Exp.	20	22

MOVES: Charm, Pound

Shellder — Water

Lv	1	2	3
HP	10	12	14
Exp.	9	9	10

MOVE: Tackle

Cyndaquil — Fire

Lv	1	2	3
HP	25	28	30
Exp.	8	8	9

MOVES: Tackle, Leer

Bellsprout — Grass / Poison

Lv	1	2	3
HP	11	12	12
Exp.	6	6	7

MOVES: Vine Whip
ABILITY: Chlorophyll

Torchic — Fire

Lv	1	2	3
HP	25	28	31
Exp.	2	2	2

MOVES: Scratch, Growl

Chikorita — Grass

Lv	1	2	3
HP	30	31	33
Exp.	7	7	8

MOVES: Tackle, Growl

Bulbasaur — Grass / Poison

Lv	1	2	3
HP	22	25	27
Exp.	7	7	8

MOVES: Tackle, Growl

Caterpie — Bug

Lv	2	3	4
HP	23	23	23
Exp.	13	14	15

MOVES: String Shot, Tackle

Treecko — Grass

Lv	1	2	3
HP	25	28	30
Exp.	6	6	7

MOVES: Pound, Leer

Barboach — Water / Ground

Lv	1	2	3
HP	25	26	27
Exp.	32	35	38

MOVE: Mud-Slap
ABILITY: Oblivious

Pidgey — Normal / Flying

Lv	1	2	3
HP	10	12	14
Exp.	9	9	10

MOVE: Tackle
ABILITY: Keen Eye

Spoink — Psychic

Lv	2	3	4
HP	37	39	41
Exp.	93	102	110

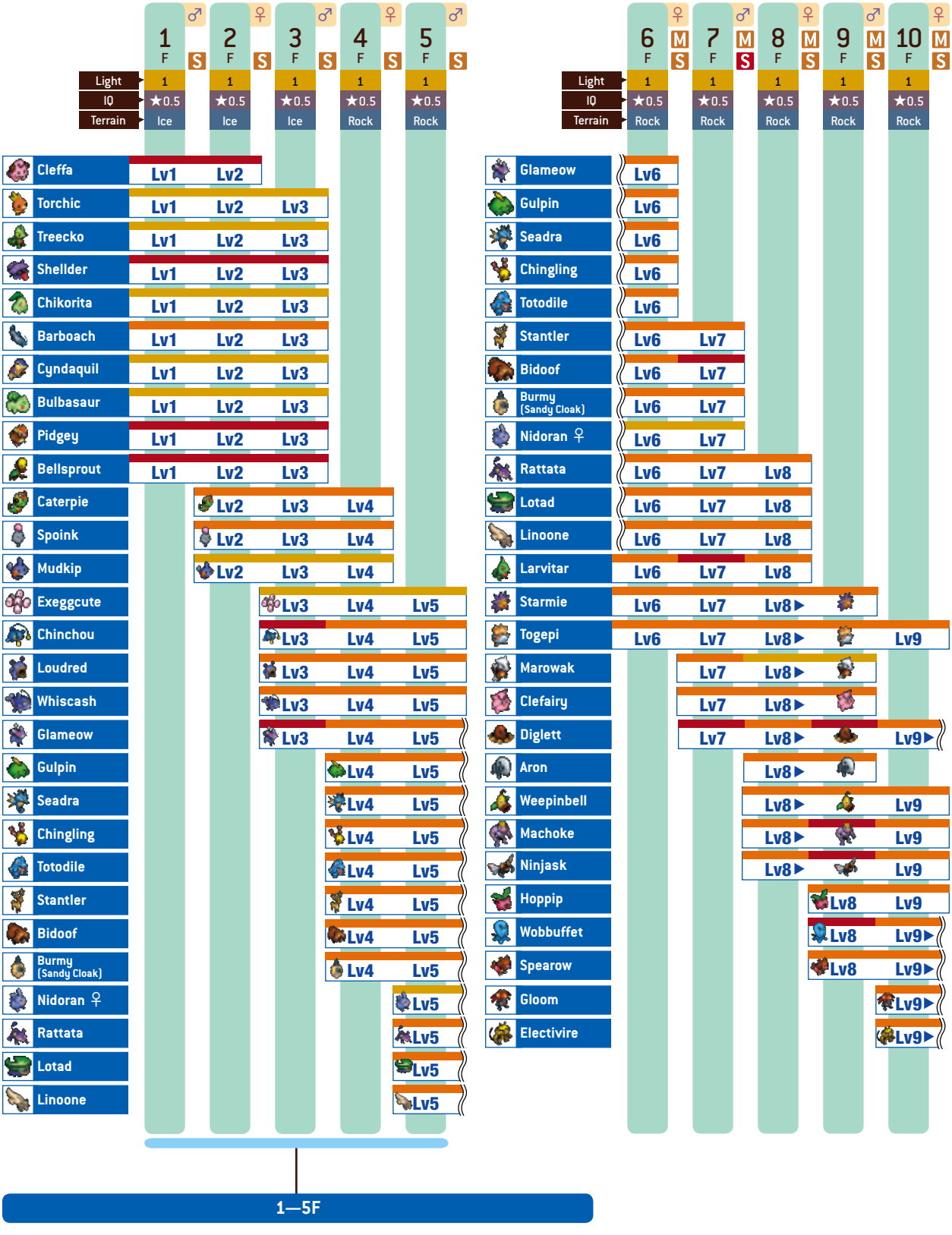
ABILITIES: Thick Fat, Own Tempo

CONTINUED ON P.364

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (1–10F)



3—5F are the best floors for earning Exp.

The Pokémon on 1F and 2F won't yield much Exp. for the effort of defeating them. Don't waste PP; explore the floors and head for the stairs if you find any items. On 3–5F, you'll find Pokémon worth more Exp., like Spoink, Loudred, and Bidoof—start battling here and you should be able to level up in earnest.

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Dungeon Pokémon Data

Mudkip — Water



Lv	2	3	4
HP	29	32	35
Exp.	8	9	10

MOVES: Tackle, Growl

Totodile — Water



Lv	4	5	6
HP	37	41	45
Exp.	14	15	16

MOVES: Scratch, Water Gun

Starmie — Water / Psychic / Gender ?



Lv	6	7	8
HP	23	26	29
Exp.	30	32	34

MOVES: Recover, Rapid Spin

Hoppip — Grass / Flying



Lv	8	9
HP	27	28
Exp.	64	68

MOVE: Synthesis
ABILITY: Chlorophyll

Exeggcute — Grass / Psychic



Lv	3	4	5
HP	13	14	14
Exp.	37	40	43

MOVES: Barrage, Hypnosis

Stantler — Normal



Lv	4	5	6	7
HP	27	27	28	28
Exp.	81	88	94	100

MOVES: Astonish, Tackle

Togepi — Normal



Lv	6	7	8	9
HP	21	21	22	22
Exp.	22	24	25	27

MOVES: Metronome, Charm

Wobbuffet — Psychic



Lv	8	9
HP	59	62
Exp.	56	59

MOVES: Destiny Bond, Mirror Coat

Chinchou — Water / Electric



Lv	3	4	5
HP	39	42	45
Exp.	97	105	113

MOVES: Bubble, Supersonic

Bidoof — Normal



Lv	4	5	6	7
HP	36	38	40	42
Exp.	154	166	178	190

MOVES: Tackle, Growl

Marowak — Ground



Lv	7	8
HP	46	47
Exp.	201	214

MOVE: Bone Club
ABILITY: LightningRod

Spearow — Normal / Flying



Lv	8	9
HP	44	47
Exp.	108	115

MOVES: Fury Attack, Peck, Growl

Loudred — Normal



Lv	3	4	5
HP	21	24	27
Exp.	117	127	137

MOVES: Astonish, Pound, Howl

Burmy (Sandy Cloak) — Bug



Lv	4	5	6	7
HP	21	23	25	27
Exp.	59	64	69	73

ABILITY: Shed Skin

Clefairy — Normal



Lv	7	8
HP	23	25
Exp.	12	13

MOVES: Sing, Encore, Pound

Gloom — Grass / Poison



Lv	9
HP	33
Exp.	68

MOVE: Acid
ABILITY: Chlorophyll

Whiscash — Water / Ground



Lv	3	4	5
HP	22	23	24
Exp.	45	49	53

MOVES: Mud-Slap, Zen Headbutt

Nidoran ♀ — Poison / ♀ only



Lv	5	6	7
HP	33	35	37
Exp.	7	7	8

MOVE: Scratch
ABILITY: Poison Point

Diglett — Ground



Lv	7	8	9
HP	18	21	24
Exp.	41	44	46

MOVES: Astonish, Scratch

Electivire — Electric



Lv	9
HP	51
Exp.	219

MOVES: Quick Attack, ThunderShock

Glameow — Normal



Lv	3	4	5	6
HP	38	39	41	42
Exp.	86	93	100	108

MOVES: Fake Out, Scratch

Rattata — Normal



Lv	5	6	7	8
HP	31	35	39	43
Exp.	30	33	35	37

MOVES: Quick Attack, Focus Energy

Aron — Steel / Rock



Lv	8
HP	46
Exp.	83

MOVES: Mud-Slap, Tackle

Gulpin — Poison



Lv	4	5	6
HP	46	48	50
Exp.	67	72	78

MOVES: Yawn, Pound

Lotad — Water / Grass



Lv	5	6	7	8
HP	35	36	37	38
Exp.	44	48	51	54

MOVE: Astonish
ABILITY: Swift Swim

Weepinbell — Grass / Poison



Lv	8	9
HP	20	20
Exp.	37	39

MOVE: Vine Whip
ABILITY: Chlorophyll

Seadra — Water



Lv	4	5	6
HP	38	41	44
Exp.	81	88	94

MOVE: Bubble
ABILITY: Sniper

Linoone — Normal



Lv	5	6	7	8
HP	24	25	25	26
Exp.	109	117	124	132

MOVES: Headbutt, Switcheroo, Tackle

Machoke — Fighting



Lv	8	9
HP	33	36
Exp.	71	75

MOVES: Focus Energy, Low Kick

Chingling — Psychic



Lv	4	5	6
HP	24	27	30
Exp.	22	23	25

MOVE: Wrap
ABILITY: Levitate

Larvitar — Rock / Ground



Lv	6	7	8
HP	43	43	44
Exp.	76	81	86

MOVES: Sandstorm, Bite

Ninjask — Bug / Flying

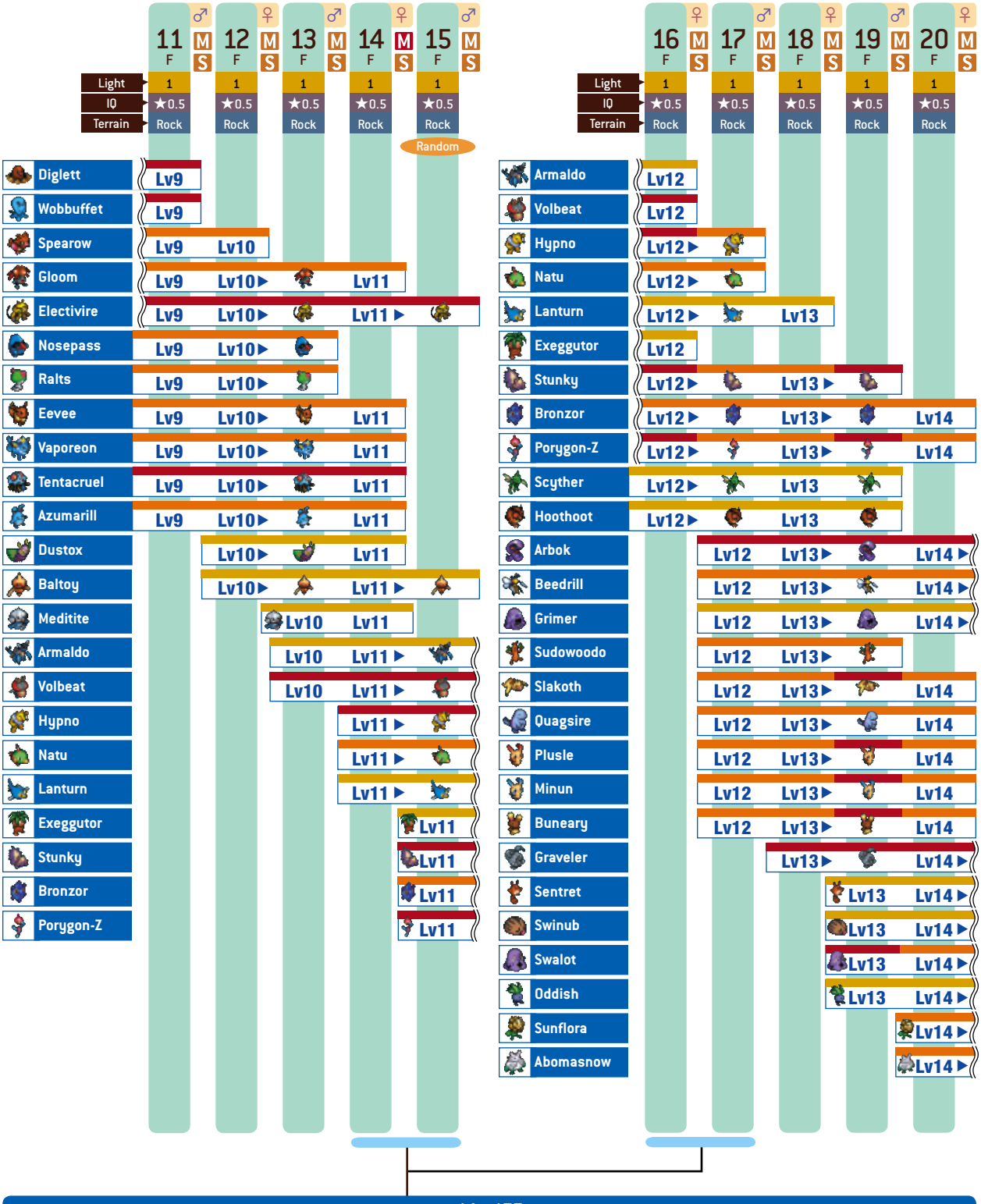


Lv	8	9
HP	29	31
Exp.	159	169

MOVES: Bug Bite, Leech Life, Scratch



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14—17F

Get through as quickly as you can

These floors aren't just dangerous because of Hypno and Bronzor, they're also dangerous because there are now some floor Pokémon with the Illuminate Ability. Fully exploring the floors increases the risk of coming across Hypno or other unwelcome Pokémon, so head for the next floor the minute you find the stairs.



Hypno and Bronzor aren't just tough, they'll also immobilize you with Hypnosis or Imprison.

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Dungeon Pokémon Data

Diglett — Ground

Lv	9
HP	24
Exp.	46

MOVES: Astonish, Scratch

Dustox — Bug / Poison

Lv	10	11
HP	30	31
Exp.	96	102

MOVE: Confusion
ABILITY: Shield Dust

Porygon-Z — Normal — Gender ?

Lv	11	12	13	14
HP	68	70	72	74
Exp.	198	207	217	227

MOVE: Download
ABILITY: Adaptability

Buneary — Normal

Lv	12	13	14
HP	36	38	40
Exp.	136	143	149

MOVE: Endure
ABILITY: Run Away

Wobbuffet — Psychic

Lv	9
HP	62
Exp.	59

MOVES: Destiny Bond, Mirror Coat

Baltoy — Ground / Psychic — Gender ?

Lv	10	11
HP	41	43
Exp.	142	150

MOVES: Psybeam, Confusion

Scyther — Bug / Flying

Lv	12	13
HP	40	43
Exp.	184	193

MOVES: False Swipe, Vacuum Wave

Graveler — Rock / Ground

Lv	13	14
HP	53	55
Exp.	160	167

MOVES: Rock Polish, Tackle

Spearow — Normal / Flying

Lv	9	10
HP	47	50
Exp.	115	121

MOVES: Fury Attack, Peck, Growl

Meditite — Fighting / Psychic

Lv	10	11
HP	51	53
Exp.	93	98

MOVES: Confusion, Detect, Bide

Hoothoot — Normal / Flying

Lv	12	13
HP	34	35
Exp.	123	129

MOVES: Hypnosis, Tackle

Sentret — Normal

Lv	13	14
HP	42	43
Exp.	167	174

MOVES: Fury Swipes, Quick Attack

Gloom — Grass / Poison

Lv	9	10	11
HP	33	34	35
Exp.	68	72	76

MOVES: Acid, Absorb

Armaldo — Rock / Bug

Lv	10	11	12
HP	21	23	24
Exp.	222	234	245

MOVES: Scratch, Water Gun

Arbok — Poison

Lv	12	13	14
HP	52	54	56
Exp.	199	209	218

MOVES: Thunder Fang, Poison Sting

Swinub — Ice / Ground

Lv	13	14
HP	38	41
Exp.	147	154

MOVES: Powder Snow, Mud-Slap, Tackle

Electivire — Electric

Lv	9	10	11
HP	51	53	55
Exp.	219	231	244

MOVES: Quick Attack, ThunderShock

Volbeat — Bug — ♂ only

Lv	10	11	12
HP	45	46	48
Exp.	152	160	168

MOVES: Confuse Ray, Tackle

Beedrill — Bug / Poison

Lv	12	13	14
HP	31	32	33
Exp.	65	68	71

MOVES: Fury Attack, Focus Energy

Swalot — Poison

Lv	13	14
HP	59	61
Exp.	222	232

MOVES: Sludge, Yawn

Nosepass — Rock

Lv	9	10
HP	62	64
Exp.	118	125

MOVE: Tackle
ABILITY: Sturdy

Hypno — Psychic

Lv	11	12
HP	60	62
Exp.	86	90

MOVES: Hypnosis, Nightmare

Grimer — Poison

Lv	12	13	14
HP	41	44	47
Exp.	60	63	66

MOVES: Mud-Slap, Disable, Poison Gas

Oddish — Grass / Poison

Lv	13	14
HP	41	43
Exp.	74	78

MOVES: Acid, Absorb

Ralts — Psychic

Lv	9	10
HP	52	54
Exp.	86	91

MOVE: Confusion
ABILITY: Synchronize

Natu — Psychic / Flying

Lv	11	12
HP	32	33
Exp.	28	29

MOVES: Night Shade, Peck

Sudowoodo — Rock

Lv	12	13
HP	40	41
Exp.	73	77

MOVES: Wood Hammer, Low Kick

Sunflora — Grass

Lv	14
HP	41
Exp.	211

MOVE: GrassWhistle
ABILITY: Chlorophyll

Eevee — Normal

Lv	9	10	11
HP	44	46	48
Exp.	16	17	18

MOVE: Helping Hand
ABILITY: Adaptability

Lanturn — Water / Electric

Lv	11	12	13
HP	63	66	69
Exp.	200	210	220

MOVES: Bubble, Supersonic

Slakoth — Normal

Lv	12	13	14
HP	58	60	61
Exp.	182	191	200

MOVES: Yawn, Slack Off, Encore

Abomasnow — Grass / Ice

Lv	14
HP	58
Exp.	253

MOVES: Powder Snow, GrassWhistle, Icy Wind

Vaporeon — Water

Lv	9	10	11
HP	49	52	55
Exp.	63	66	70

MOVE: Helping Hand
ABILITY: Water Absorb

Exeggutor — Grass / Psychic

Lv	11	12
HP	35	37
Exp.	72	75

MOVES: Barrage, Hypnosis

Quagsire — Water / Ground

Lv	12	13	14
HP	41	43	45
Exp.	300	314	328

MOVE: Mud Shot
ABILITY: Water Absorb

Tentacruel — Water / Poison

Lv	9	10	11
HP	59	61	63
Exp.	142	150	158

MOVES: Constrict, Poison Sting

Stunky — Poison / Dark

Lv	11	12	13
HP	45	45	45
Exp.	230	241	253

MOVES: Fury Swipes, Screech

Plusle — Electric

Lv	12	13	14
HP	53	54	55
Exp.	174	182	190

MOVES: Quick Attack, Helping Hand

Azumarill — Water

Lv	9	10	11
HP	30	31	32
Exp.	153	161	170

MOVES: Tackle, Water Gun

Bronzor — Steel / Psychic — Gender ?

Lv	11	12	13	14
HP	77	80	83	85
Exp.	106	111	116	121

MOVES: Imprison, Hypnosis

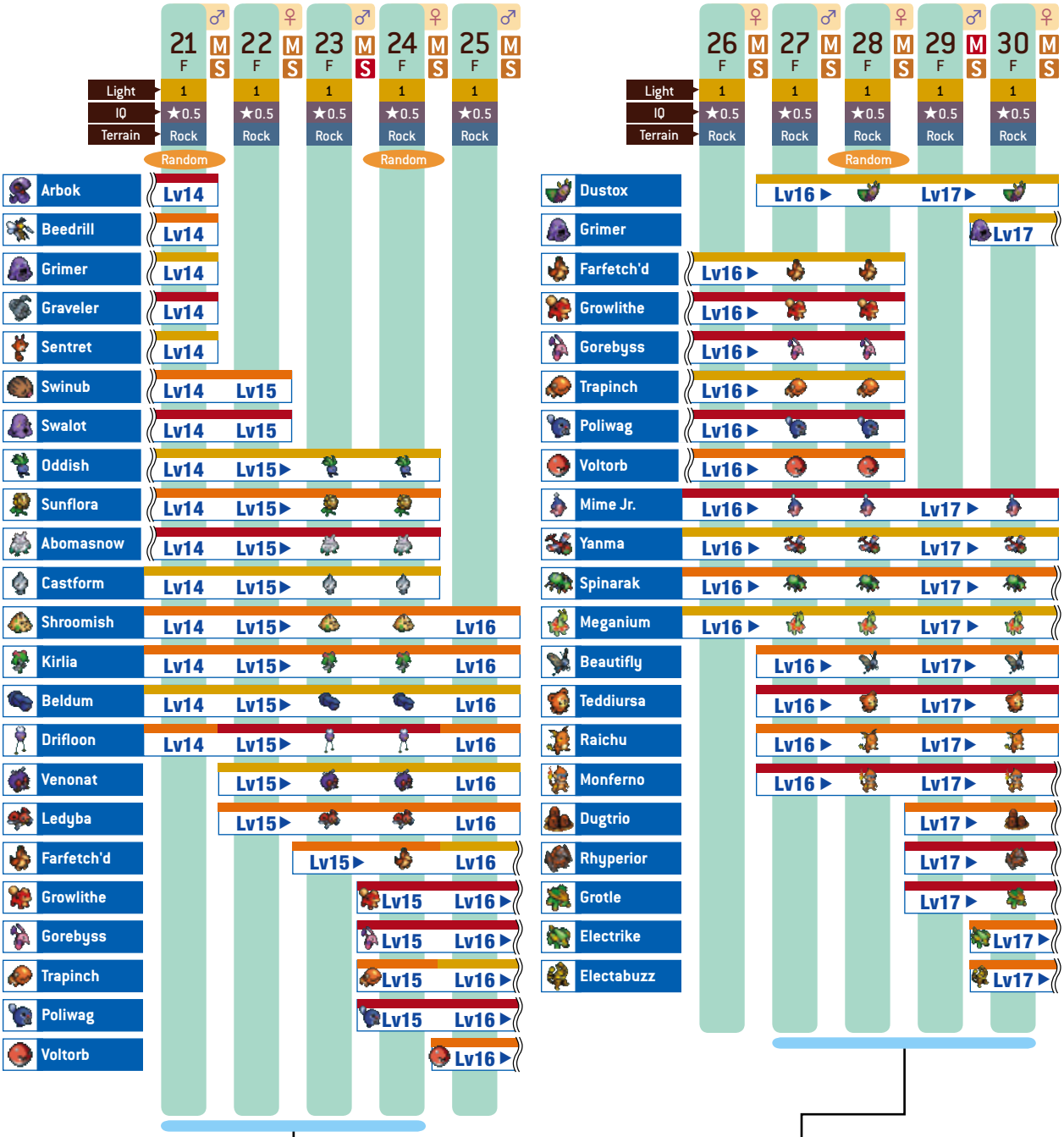
Minun — Electric

Lv	12	13	14
HP	41	42	43
Exp.	174	182	190

MOVES: Quick Attack, Helping Hand



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21—24F

High chance of hail

Abomasnow's Ability can change the floor's weather to Hail. If your Pokémon isn't an Ice-type, you'll have to keep a careful eye on your HP.



Don't forget, Swinub is harder to hit in Hail weather.

27—30F

Monferno and Dugtrio are your biggest foes here

You'll start seeing Monferno on 27F; its damaging Mach Punch can hit you from two squares away, while its Ability powers up its Fire-type moves whenever it's low on HP. And from 28F onward, watch out for Dugtrio, too: its Magnitude can do lots of damage.



However, Pokémon with the Levitate Ability have absolutely nothing to fear from Dugtrio's Magnitude.

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Dungeon Pokémon Data

Arbok — Poison



Lv	14
HP	56
Exp.	218

MOVES: Thunder Fang, Poison Sting, Fire Fang, Ice Fang, Bite

Beedrill — Bug / Poison



Lv	14
HP	33
Exp.	71

MOVES: Fury Attack, Focus Energy
ABILITY: Swarm

Grimer — Poison



Lv	14	17
HP	47	56
Exp.	66	75

MOVES: Mud-Slap, Disable, Poison Gas, Pound
ABILITY: Stench

Graveler — Rock / Ground



Lv	14
HP	55
Exp.	167

MOVES: Rock Polish, Tackle, Rock Throw, Mud Sport
ABILITY: Sturdy

Sentret — Normal



Lv	14
HP	43
Exp.	174

MOVES: Fury Swipes, Quick Attack, Scratch
ABILITY: Run Away

Swinub — Ice / Ground



Lv	14	15
HP	41	44
Exp.	154	160

MOVES: Powder Snow, Mud-Slap, Tackle
ABILITIES: Snow Cloak, Oblivious

Swalot — Poison



Lv	14	15
HP	61	63
Exp.	232	242

MOVES: Sludge, Yawn, Poison Gas, Pound
ABILITY: Liquid Ooze

Oddish — Grass / Poison



Lv	14	15
HP	43	45
Exp.	78	81

MOVES: Stun Spore, Acid, Absorb, PoisonPowder
ABILITY: Chlorophyll

Sunflora — Grass



Lv	14	15
HP	41	43
Exp.	211	220

MOVES: GrassWhistle, Mega Drain, Absorb, Pound
ABILITY: Chlorophyll

Abomasnow — Grass / Ice



Lv	14	15
HP	58	60
Exp.	253	264

MOVES: Powder Snow, GrassWhistle, Icy Wind, Razor Leaf, Ice Punch

Castform — Normal



Lv	14	15
HP	57	58
Exp.	117	122

MOVES: Powder Snow, Ember, Tackle, Water Gun
ABILITY: Forecast

Shroomish — Grass



Lv	14	15	16
HP	43	44	45
Exp.	131	136	142

MOVES: Stun Spore, Absorb, Leech Seed, Tackle
ABILITY: Effect Spore

Kirlia — Psychic



Lv	14	15	16
HP	61	63	65
Exp.	158	165	172

MOVES: Confusion, Double Team, Growl, Teleport
ABILITY: Synchronize

Beldum — Steel / Psychic / Gender ?



Lv	14	15	16
HP	59	60	61
Exp.	250	261	272

MOVE: Take Down
ABILITY: Clear Body

Drifloon — Ghost / Flying



Lv	14	15	16
HP	60	62	64
Exp.	144	151	157

MOVES: Constrict, Astonish, Focus Energy
ABILITIES: Aftermath, Unburden

Venonat — Bug / Poison



Lv	15	16
HP	69	72
Exp.	43	45

MOVES: Confusion, Supersonic, Disable, PoisonPowder, Tackle

Ledyba — Bug / Flying



Lv	15	16
HP	57	60
Exp.	211	220

MOVES: Comet Punch, Supersonic, Tackle, Safeguard

Farfetch'd — Normal / Flying



Lv	15	16
HP	51	53
Exp.	139	145

MOVES: Fury Attack, Fury Cutter, Poison Jab, Aerial Ace, Peck

Growlithe — Fire



Lv	15	16
HP	57	59
Exp.	158	165

MOVES: Ember, Bite, Roar
ABILITIES: Flash Fire, Intimidate

Gorebyss — Water



Lv	15	16
HP	51	54
Exp.	240	250

MOVES: Agility, Water Pulse, Confusion
ABILITY: Swift Swim

Trapinch — Ground



Lv	15	16
HP	60	61
Exp.	184	192

MOVES: Bite, Sand-Attack
ABILITIES: Hyper Cutter, Arena Trap

Poliwag — Water



Lv	15	16
HP	48	51
Exp.	57	60

MOVES: DoubleSlap, Hypnosis, Bubble
ABILITY: Water Absorb

Voltorb — Electric / Gender ?



Lv	16
HP	48
Exp.	145

MOVES: Rollout, Spark, SonicBoom, Charge, Tackle

Dustox — Bug / Poison



Lv	16	17
HP	36	37
Exp.	127	132

MOVES: Confusion, Protect, Gust
ABILITY: Shield Dust

Mime Jr. — Psychic



Lv	16	17
HP	48	48
Exp.	195	202

MOVES: DoubleSlap, Confusion, Encore, Copycat
ABILITY: Filter

Yanma — Bug / Flying



Lv	16	17
HP	53	54
Exp.	185	192

MOVES: Quick Attack, Detect, SonicBoom, Tackle, Double Team

Spinarak — Bug / Poison



Lv	16	17
HP	48	50
Exp.	65	67

MOVES: Night Shade, Constrict, Poison Sting, String Shot, Leech Life

Meganium — Grass



Lv	16	17
HP	65	68
Exp.	287	299

MOVES: Razor Leaf, Synthesis, PoisonPowder, Tackle

Beautifly — Bug / Flying



Lv	16	17
HP	47	48
Exp.	130	135

MOVES: Stun Spore, Absorb, Gust
ABILITY: Swarm

Teddiursa — Normal



Lv	16	17
HP	42	43
Exp.	125	130

MOVES: Fury Swipes, Lick, Fake Tears, Covet, Faint Attack

Raichu — Electric



Lv	16	17
HP	65	68
Exp.	277	288

MOVES: Thunderbolt, Quick Attack, ThunderShock
ABILITY: Static

Monferno — Fire / Fighting



Lv	16
HP	67
Exp.	77

MOVES: Fury Swipes, Mach Punch, Ember, Taunt, Scratch

Dugtrio — Ground



Lv	17
HP	61
Exp.	83

MOVES: Magnitude, Mud-Slap, Night Slash, Tri Attack, Astonish

Rhyperior — Ground / Rock



Lv	17
HP	38
Exp.	262

MOVES: Fury Attack, Poison Jab, Stomp, Horn Attack
ABILITY: LightningRod

Electabuzz — Electric



Lv	17
HP	40
Exp.	231

MOVES: Quick Attack, ThunderShock, Low Kick, Swift

Grotle — Grass



Lv	17
HP	59
Exp.	36

MOVES: Razor Leaf, Absorb, Tackle
ABILITY: Overgrow

Electrike — Electric



Lv	17
HP	52
Exp.	223

MOVES: Quick Attack, Tackle
ABILITIES: LightningRod, Static

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	31 F ♂ M S	32 F ♀ M S	33 F ♂ M S	34 F ♀ M S	35 F ♂ M S	36 F ♀ M S	37 F ♂ M S	38 F ♀ M S	39 F ♂ M S	40 F ♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★1.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock
Grimer	Lv18 ▶			Lv19 ▶						
Castform								Lv20	Lv21 ▶	
Spinarak	Lv18 ▶									
Meganium	Lv18 ▶									
Monferno	Lv18 ▶									
Dugtrio	Lv18 ▶									
Rhyperior	Lv18 ▶									
Grotle	Lv18 ▶									
Electrike	Lv18 ▶			Lv19 ▶						
Electabuzz	Lv18 ▶			Lv19 ▶						
Ampharos	Lv18 ▶									
Gligar	Lv18 ▶			Lv19 ▶						
Nidoran ♂	Lv18 ▶			Lv19 ▶						
Misdreavus	Lv18 ▶			Lv19 ▶						
Psyduck			Lv18	Lv19 ▶			Lv20			
Pinsir			Lv18	Lv19 ▶			Lv20 ▶		Lv21	
Mareep				Lv19 ▶			Lv20			
Magnezone				Lv19 ▶			Lv20 ▶			
Doduo					Lv19 ▶		Lv20 ▶		Lv21	
Drifblim					Lv19 ▶		Lv20 ▶		Lv21 ▶	
Snorlax					Lv19		Lv20 ▶		Lv21 ▶	
Poliwrath					Lv19		Lv20 ▶		Lv21 ▶	
Manectric					Lv19		Lv20 ▶		Lv21 ▶	
Cacnea							Lv20 ▶		Lv21 ▶	
Heracross									Lv21 ▶	
Murkrow									Lv21 ▶	
Breloom									Lv21 ▶	
Weavile									Lv21 ▶	
Tauros										Lv21
Skorupi										Lv21

40F

Don't try to play any games of catch

Starting on 40F, your foes can use the Item Master IQ Skill to use or throw their held items. But because your own Item Master IQ Skill won't work in Destiny Tower, you can't catch any of the items they throw at you.



You won't be able to use the Diet Ribbon to weaken your enemies, either (p.710).

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Pokémon Dungeon Breakdown

Dungeon Pokémon Data

Grimer — Poison

	Lv		
	Lv	18	19
	HP	58	60
	Exp.	78	81

MOVES: Mud-Slap, Disable, Poison Gas, Pound
ABILITY: Stench

Ampharos — Electric

	Lv	
	Lv	18
	HP	50
	Exp.	224

MOVES: ThunderShock, Fire Punch, Tackle
ABILITY: Static

Snorlax — Normal

	Lv		
	Lv	19	20	21
	HP	84	87	90
	Exp.	338	350	363

MOVES: Lick, Yawn, Tackle
ABILITY: Thick Fat

Murkrow — Dark / Flying

	Lv		
	Lv	21	22
	HP	76	80
	Exp.	228	235

MOVES: Night Shade, Astonish, Pursuit
ABILITY: Super Luck

Castform — Normal

	Lv		
	Lv	20	21
	HP	64	65
	Exp.	147	153

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Gligar — Ground / Flying

	Lv		
	Lv	18	19
	HP	78	80
	Exp.	145	151

MOVES: Quick Attack, Poison Sting, Sand-Attack
ABILITY: Sand Veil

Poliwrath — Water / Fighting

	Lv			
	Lv	19	20	21
	HP	66	69	72
	Exp.	400	414	429

MOVES: DoubleSlap, Hypnosis, BubbleBeam
ABILITY: Water Absorb

Breloom — Grass / Fighting

	Lv		
	Lv	21	22
	HP	55	57
	Exp.	201	207

MOVES: Stun Spore, Headbutt, Mega Drain, Absorb, Leech Seed

Spinarak — Bug / Poison

	Lv	
	Lv	18
	HP	52
	Exp.	70

MOVES: Night Shade, Constrict, Poison Sting, String Shot, Leech Life

Nidoran ♂ — Poison (♂ only)

	Lv		
	Lv	18	19
	HP	58	59
	Exp.	16	16

MOVES: Fury Attack, Double Kick, Poison Sting, Focus Energy, Peck

Manectric — Electric

	Lv			
	Lv	19	20	21
	HP	60	63	66
	Exp.	352	365	378

MOVES: Quick Attack, Spark, Fire Fang
ABILITY: LightningRod

Weavile — Dark / Ice

	Lv			
	Lv	21	22	23
	HP	64	66	68
	Exp.	282	291	300

MOVES: Fury Swipes, Screech, Quick Attack
ABILITY: Pressure

Meganium — Grass

	Lv	
	Lv	18
	HP	71
	Exp.	310

MOVES: Razor Leaf, Synthesis, PoisonPowder, Tackle

Misdreavus — Ghost

	Lv		
	Lv	18	19
	HP	67	68
	Exp.	270	280

MOVES: Spite, Psywave, Astonish, Confuse Ray, Mean Look

Cacnea — Grass

	Lv			
	Lv	20	21	22
	HP	59	62	65
	Exp.	217	225	232

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed

Tauros — Normal (♂ only)

	Lv		
	Lv	21	22
	HP	68	71
	Exp.	276	285

MOVES: Pursuit, Horn Attack, Tackle, Scary Face
ABILITY: Intimidate

Monferno — Fire / Fighting

	Lv	
	Lv	18
	HP	72
	Exp.	83

MOVES: Fury Swipes, Mach Punch, Ember, Taunt, Scratch

Psyduck — Water

	Lv			
	Lv	18	19	20
	HP	52	55	58
	Exp.	72	75	78

MOVES: Confusion, Disable, Scratch, Water Gun, Water Sport

Heracross — Bug / Fighting

	Lv		
	Lv	21	22
	HP	49	51
	Exp.	156	161

MOVES: Fury Attack, Night Slash, Endure, Brick Break, Aerial Ace

Skorupi — Poison / Bug

	Lv		
	Lv	21	22	23
	HP	73	74	75
	Exp.	324	334	345

MOVES: Pin Missile, Poison Sting, Bite, Acupressure
ABILITY: Sniper

Dugtrio — Ground

	Lv	
	Lv	18
	HP	64
	Exp.	86

MOVES: Magnitude, Mud-Slap, Night Slash, Tri Attack, Astonish

Pinsir — Bug

	Lv				
	Lv	18	19	20	21
	HP	52	55	58	61
	Exp.	180	187	194	201

MOVES: Seismic Toss, Focus Energy, Bind, Brick Break, ViceGrip

Rhyperior — Ground / Rock

	Lv	
	Lv	18
	HP	41
	Exp.	272

MOVES: Fury Attack, Poison Jab, Stomp, Horn Attack
ABILITY: LightningRod

Mareep — Electric

	Lv		
	Lv	19	20
	HP	59	60
	Exp.	212	220

MOVES: ThunderShock, Tackle, Thunder Wave
ABILITY: Static

Grotle — Grass

	Lv	
	Lv	18
	HP	62
	Exp.	37

MOVES: Razor Leaf, Absorb, Tackle
ABILITY: Overgrow

Magnezone — Electric / Steel (Gender ?)

	Lv		
	Lv	19	20
	HP	60	61
	Exp.	338	350

MOVES: ThunderShock, Supersonic, Metal Sound, SonicBoom

Electrike — Electric

	Lv		
	Lv	18	19
	HP	55	58
	Exp.	232	240

MOVES: Quick Attack, Tackle
ABILITIES: LightningRod, Static

Doduo — Normal / Flying

	Lv			
	Lv	19	20	21
	HP	50	51	54
	Exp.	67	69	72

MOVES: Fury Attack, Quick Attack, Pursuit, Peck
ABILITY: Run Away

Electabuzz — Electric

	Lv		
	Lv	18	19
	HP	42	44
	Exp.	240	249

MOVES: Shock Wave, Quick Attack, ThunderShock, Low Kick, Swift

Drifblim — Ghost / Flying

	Lv			
	Lv	19	20	21
	HP	66	68	70
	Exp.	310	321	333

MOVES: Constrict, Astonish
ABILITIES: Aftermath, Unburden

Pokémon To Watch For

Poliwrath — 36—40F

Unleashes Hypnosis

When it's right next to you, Poliwrath uses Hypnosis; when it's further away, it can attack with BubbleBeam. You'll either have to defeat it as soon as it's adjacent to you, or immobilize it and then attack. Still, Poliwrath's Damp Ability means you won't have to worry about Drifblim's own Aftermath Ability if there's a Poliwrath on the floor. If you see a sleeping Poliwrath, just let it lie.



You can protect yourself from Hypnosis by eating a Chesto Berry.

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	41 F ♂ M S	42 F ♀ M S	43 F ♂ M S	44 F ♀ M S	45 F ♂ M S	46 F ♀ M S	47 F ♂ M S	48 F ♀ M S	49 F ♂ M S	50 F ♀ M S
Light	1	1	1	1	1	1	1	1	1	1
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Rock	Rock	Rock	Field	Field	Field	Field	Field	Field	Field
Spearow	Lv22 ▶			Lv23 ▶						
Castform	Lv22 ▶			Lv23						
Cacnea	Lv22									
Heracross	Lv22 ▶									
Murkrow	Lv22 ▶									
Breloom	Lv22 ▶									
Weavile	Lv22 ▶			Lv23						
Tauros	Lv22 ▶									
Skorupi	Lv22 ▶			Lv23 ▶						
Cacturne	Lv22 ▶			Lv23 ▶						
Granbull	Lv22 ▶			Lv23 ▶						
Gyarados	Lv22 ▶			Lv23 ▶			Lv24 ▶			
Ariados		Lv22 ▶		Lv23 ▶						
Skiploom		Lv22 ▶		Lv23 ▶						
Dunsparce			Lv22 ▶	Lv23 ▶						
Nincada				Lv23 ▶			Lv24 ▶			
Skuntank					Lv23 ▶		Lv24 ▶			
Probopass					Lv23 ▶		Lv24 ▶			
Muk					Lv23 ▶		Lv24 ▶			
Golbat						Lv23	Lv24 ▶			
Bagon							Lv24 ▶			
Nidorina							Lv24 ▶			
Nidorino							Lv24 ▶			
Magmar							Lv24 ▶			
Tangela								Lv24 ▶		
Illumise									Lv24 ▶	
Surskit										Lv24 ▶
Mawile										Lv24 ▶
Spinda										Lv24 ▶
Arcanine										Lv24 ▶

41—50F

Fighting-type moves come in handy

You'll find Weavile and its Pressure Ability on 41–44F, and Probopass—with relatively high HP and lots of type resistances—frequently appears from 45F onward. Battling these two will quickly deplete your PP, so use Fighting-type moves if you have any; they're super effective on both of them.



Dig is another great move because you can protect yourself from Weavile's Pressure and also do big damage to Probopass.

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Dungeon Pokémon Data

Spearow — Normal / Flying



Lv	22	23
HP	86	89
Exp.	198	204

MOVES: Fury Attack, Mirror Move, Pursuit, Aerial Ace, Peck

Granbull — Normal



Lv	22	23
HP	56	57
Exp.	266	275

MOVES: Thunder Fang, Lick, Fire Fang, Ice Fang

Bagon — Dragon



Lv	24
HP	66
Exp.	343

MOVES: Bite, Headbutt, Focus Energy, Leer, Rage

Illumise — Bug (♀ only)



Lv	24
HP	82
Exp.	280

MOVES: Quick Attack, Charm, Moonlight, Tackle

Castform — Normal



Lv	22	23
HP	66	67
Exp.	158	163

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Gyarados — Water / Flying



Lv	22	23	24
HP	56	58	60
Exp.	356	368	379

MOVES: Bite, Thrash, Dragon Rage
ABILITY: Intimidate

Nidorina — Poison (♀ only)



Lv	24
HP	70
Exp.	122

MOVES: Fury Swipes, Double Kick, Poison Sting, Bite, Scratch

Surskit — Bug / Water



Lv	24
HP	79
Exp.	105

MOVES: Bubble, Quick Attack, Water Sport
ABILITY: Swift Swim

Cacnea — Grass



Lv	22
HP	65
Exp.	232

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed

Ariados — Bug / Poison



Lv	22	23
HP	45	47
Exp.	167	172

MOVES: Fury Swipes, Bug Bite, Shadow Sneak, Night Shade, Constrict

Nidorino — Poison (♂ only)



Lv	24
HP	58
Exp.	122

MOVES: Fury Attack, Double Kick, Poison Sting, Focus Energy, Horn Attack

Mawile — Steel



Lv	24
HP	76
Exp.	287

MOVES: Bite, Astonish, Fake Tears, ViceGrip
ABILITY: Intimidate

Heracross — Bug / Fighting



Lv	22
HP	51
Exp.	161

MOVES: Fury Attack, Night Slash, Endure, Brick Break, Aerial Ace

Skiploom — Grass / Flying



Lv	22	23
HP	50	51
Exp.	167	172

MOVES: Bullet Seed, Sleep Powder, Stun Spore
ABILITY: Chlorophyll

Magmar — Fire



Lv	24
HP	72
Exp.	280

MOVES: Smog, Ember, SmokeScreen, Fire Spin, Faint Attack

Spinda — Normal



Lv	24
HP	65
Exp.	257

MOVES: Hypnosis, Psybeam, Copycat, Faint Attack, Tackle

Murkrow — Dark / Flying



Lv	22
HP	80
Exp.	235

MOVES: Night Shade, Astonish, Pursuit
ABILITY: Super Luck

Dunsparce — Normal



Lv	22	23
HP	44	45
Exp.	192	198

MOVES: Rollout, Spite, Yawn
ABILITIES: Run Away, Serene Grace

Tangela — Grass



Lv	24
HP	40
Exp.	92

MOVES: Sleep Powder, Constrict, Absorb
ABILITY: Chlorophyll

Arcanine — Fire



Lv	24
HP	79
Exp.	273

MOVES: Thunder Fang, Fire Fang, Bite
ABILITY: Flash Fire

Breloom — Grass / Fighting



Lv	22
HP	57
Exp.	207

MOVES: Stun Spore, Headbutt, Mega Drain, Absorb, Leech Seed

Nincada — Bug / Ground



Lv	23	24
HP	31	31
Exp.	224	231

MOVES: Fury Swipes, Mind Reader, Leech Life, Scratch, Sand-Attack

Weavile — Dark / Ice



Lv	22	23
HP	66	68
Exp.	291	300

MOVES: Fury Swipes, Screech, Quick Attack
ABILITY: Pressure

Skuntank — Poison / Dark



Lv	23	24
HP	41	43
Exp.	403	415

MOVES: Fury Swipes, Screech, Slash
ABILITY: Aftermath

Tauros — Normal (♂ only)



Lv	22
HP	71
Exp.	285

MOVES: Pursuit, Horn Attack, Tackle, Scary Face
ABILITY: Intimidate

Probopass — Rock / Steel



Lv	23	24
HP	79	80
Exp.	393	405

MOVES: Magnet Bomb, Tackle, Block
ABILITY: Sturdy

Skorupi — Poison / Bug



Lv	22	23
HP	74	75
Exp.	334	345

MOVES: Pin Missile, Poison Sting, Bite, Acupressure
ABILITY: Sniper

Muk — Poison



Lv	23	24
HP	71	73
Exp.	352	363

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable, Poison Gas

Cacturne — Grass / Dark



Lv	22	23
HP	65	68
Exp.	248	256

MOVES: Pin Missile, Poison Sting, Absorb, Leech Seed, Revenge

Golbat — Poison / Flying



Lv	23	24
HP	62	65
Exp.	361	372

MOVES: Screech, Bite, Astonish, Confuse Ray, Supersonic

Pokémon To Watch For



Cacturne — 37—41F

Attacks with Pin Missile



Skorupi — 40—45F

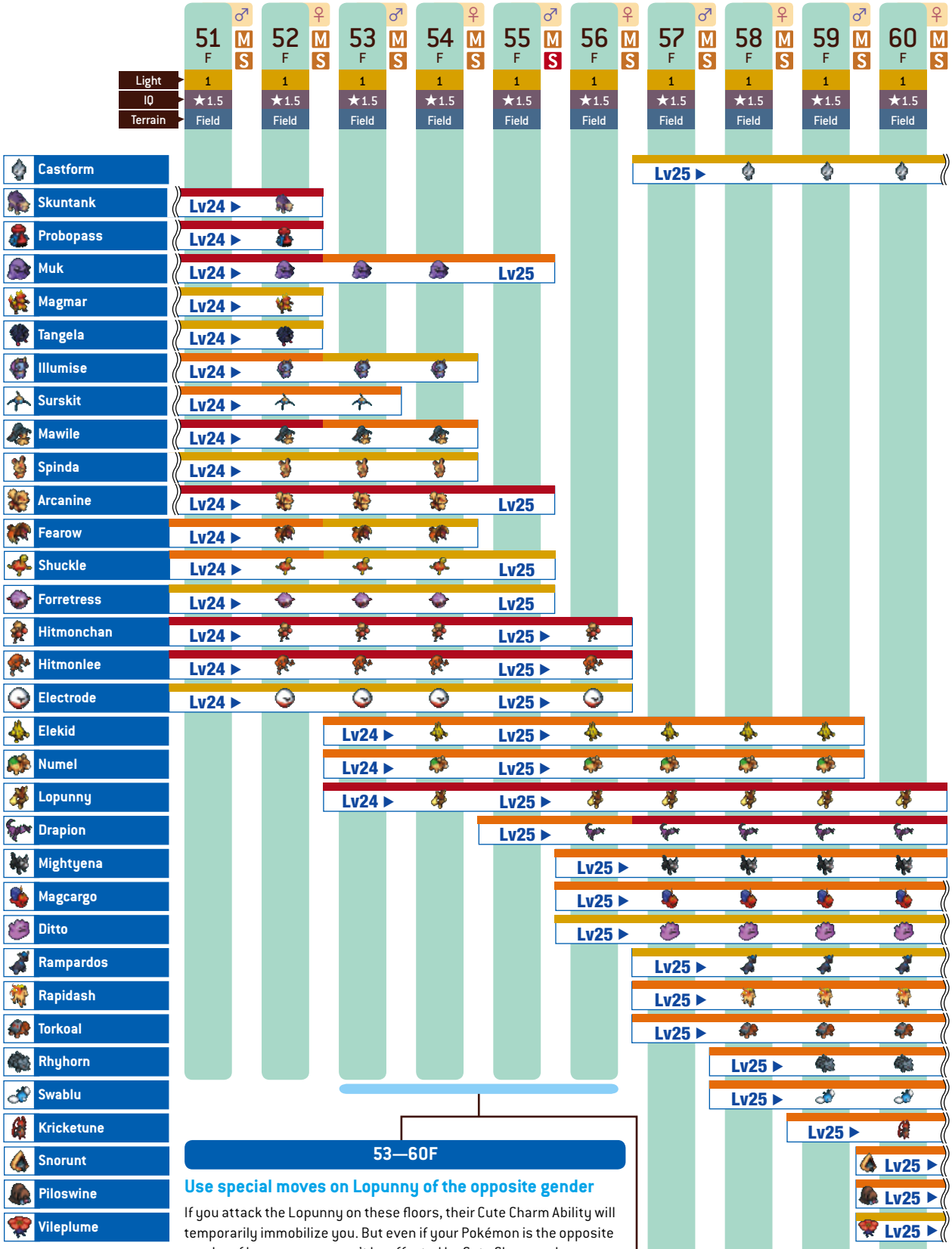
Fires off multiple attacks

Both of these Pokémon can use Pin Missile to make two to five consecutive attacks at long range. Protect yourself by hitting them with a status condition, then knock them out. Their Type-Advantage Master IQ Skill also means Pokémon weak against Bug-type moves are especially vulnerable to critical hits, so be careful.



Skorupi is a Bug-type, so it does even more damage when using Pin Missile.

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53—60F

Use special moves on Lopunny of the opposite gender

If you attack the Lopunny on these floors, their Cute Charm Ability will temporarily immobilize you. But even if your Pokémon is the opposite gender of Lopunny, you won't be affected by Cute Charm so long as you fight using special moves. So obviously, if your team leader has a different gender than Lopunny, you'll absolutely want to stock to special moves. But if your team leader has the Oblivious Ability, battle Lopunny however you like.

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Dungeon Pokémon Data

Castform — Normal

Lv	25
HP	69
Exp.	173

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance

Arcanine — Fire

Lv	24	25
HP	79	82
Exp.	273	282

MOVES: Thunder Fang, Fire Fang, Bite, Roar

Drapion — Poison / Dark

Lv	25
HP	86
Exp.	414

MOVES: Pin Missile, Thunder Fang, Poison Sting, Fire Fang

Rhyhorn — Ground / Rock

Lv	25
HP	62
Exp.	340

MOVES: Rock Blast, Fury Attack, Stomp
ABILITY: LightningRod

Skuntank — Poison / Dark

Lv	24
HP	43
Exp.	415

MOVES: Fury Swipes, Screech, Slash
ABILITY: Aftermath

Fearow — Normal / Flying

Lv	24
HP	89
Exp.	227

MOVES: Fury Attack, Pluck, Mirror Move, Pursuit, Aerial Ace

Mightyena — Dark

Lv	25
HP	63
Exp.	329

MOVES: Bite, Roar, Tackle
ABILITIES: Quick Feet, Intimidate

Swablu — Normal / Flying

Lv	25
HP	82
Exp.	363

MOVES: Fury Attack, Sing, Astonish, Peck, Safeguard

Probopass — Rock / Steel

Lv	24
HP	80
Exp.	405

MOVES: Magnet Bomb, Tackle, Block
ABILITY: Sturdy

Shuckle — Bug / Rock

Lv	24	25
HP	51	54
Exp.	247	255

MOVES: Constrict, Encore, Bide, Safeguard

Magcargo — Fire / Rock

Lv	25
HP	71
Exp.	241

MOVES: Smog, Ember, Yawn, Recover, Rock Throw

Kricketune — Bug

Lv	25
HP	45
Exp.	241

MOVES: Fury Cutter, Sing, Focus Energy, Leech Life, Bide

Muk — Poison

Lv	24	25
HP	73	75
Exp.	363	374

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable, Poison Gas

Forretress — Bug / Steel

Lv	24	25
HP	61	63
Exp.	382	394

MOVES: Bug Bite, Selfdestruct, Protect, Take Down, Rapid Spin

Ditto — Normal / Gender ?

Lv	25
HP	76
Exp.	214

MOVE: Transform
ABILITY: Limber

Snorunt — Ice

Lv	25
HP	61
Exp.	329

MOVES: Powder Snow, Icy Wind, Bite, Headbutt, Protect

Magmar — Fire

Lv	24
HP	72
Exp.	280

MOVES: Smog, Ember, SmokeScreen, Fire Spin, Faint Attack

Hitmonchan — Fighting / ♂ only

Lv	24	25
HP	85	86
Exp.	310	319

MOVES: Comet Punch, Agility, Mach Punch, Bullet Punch

Rampardos — Rock

Lv	25
HP	62
Exp.	319

MOVES: Headbutt, Focus Energy, Assurance, Take Down, Pursuit

Piloswine — Ice / Ground

Lv	25
HP	67
Exp.	265

MOVES: Powder Snow, AncientPower, Icy Wind, Mud Bomb, Mud-Slap

Tangela — Grass

Lv	24
HP	40
Exp.	92

MOVES: Sleep Powder, Constrict, Absorb, PoisonPowder
ABILITY: Chlorophyll

Hitmonlee — Fighting / ♂ only

Lv	24	25
HP	86	87
Exp.	181	187

MOVES: Double Kick, Rolling Kick, Focus Energy, Brick Break, Feint

Rapidash — Fire

Lv	25
HP	90
Exp.	316

MOVES: Quick Attack, Poison Jab, Ember, Stomp
ABILITY: Flash Fire

Vileplume — Grass / Poison

Lv	25
HP	69
Exp.	357

MOVES: Stun Spore, Mega Drain, Aromatherapy
ABILITY: Chlorophyll

Illumise — Bug / ♀ only

Lv	24
HP	82
Exp.	280

MOVES: Quick Attack, Charm, Moonlight, Tackle

Electrode — Electric / Gender ?

Lv	24	25
HP	71	74
Exp.	343	353

MOVES: Rollout, Screech, Spark, SonicBoom, Charge

Torkoal — Fire

Lv	25
HP	95
Exp.	268

MOVES: Smog, Ember, SmokeScreen, Fire Spin, Rapid Spin

Surskit — Bug / Water

Lv	24
HP	79
Exp.	105

MOVES: Bubble, Quick Attack, Water Sport
ABILITY: Swift Swim

Elekid — Electric

Lv	24	25
HP	71	73
Exp.	300	309

MOVES: Shock Wave, Quick Attack, ThunderShock, Low Kick

Mawile — Steel

Lv	24
HP	76
Exp.	287

MOVES: Bite, Astonish, Fake Tears, ViceGrip
ABILITY: Intimidate

Numel — Fire / Ground

Lv	24	25
HP	80	83
Exp.	250	258

MOVES: Magnitude, Ember, Focus Energy, Take Down, Tackle

Spinda — Normal

Lv	24
HP	65
Exp.	257

MOVES: Hypnosis, Psybeam, Copycat, Faint Attack, Tackle

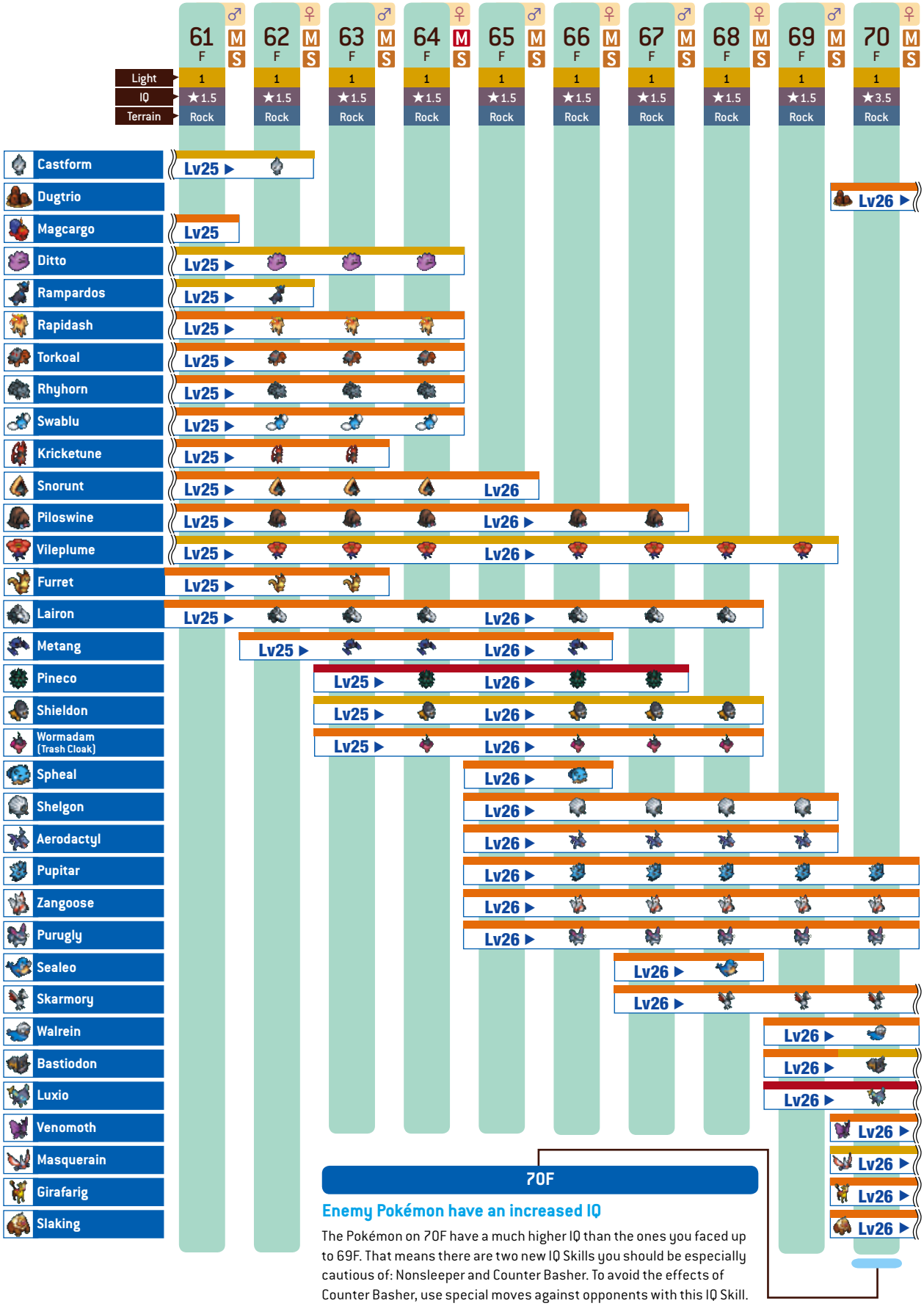
Lopunny — Normal

Lv	24	25
HP	64	67
Exp.	429	442

MOVES: Quick Attack, Endure, Mirror Coat, Magic Coat, Return



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70F

Enemy Pokémon have an increased IQ

The Pokémon on 70F have a much higher IQ than the ones you faced up to 69F. That means there are two new IQ Skills you should be especially cautious of: Nonsleeper and Counter Basher. To avoid the effects of Counter Basher, use special moves against opponents with this IQ Skill.

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Dungeon Pokémon Data

Castform — Normal



Lv	25
HP	69
173	173

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance, Tackle

Dugtrio — Ground



Lv	26
HP	84
Exp.	112

MOVES: Magnitude, Sucker Punch, Mud-Slap, Night Slash, Tri Attack

Magcargo — Fire / Rock



Lv	25
HP	71
Exp.	241

MOVES: Smog, Ember, Yawn, Recover, Rock Throw, Harden

Ditto — Normal / Gender ?



Lv	25
HP	76
Exp.	214

MOVE: Transform
ABILITY: Limber

Rampardos — Rock



Lv	25
HP	62
Exp.	319

MOVES: Headbutt, Focus Energy, Assurance, Take Down, Pursuit, Scary Face

Rapidash — Fire



Lv	25
HP	90
Exp.	316

MOVES: Quick Attack, Poison Jab, Ember, Stomp
ABILITY: Flash Fire

Torkoal — Fire



Lv	25
HP	95
Exp.	268

MOVES: Smog, Ember, SmokeScreen, Fire Spin, Rapid Spin

Rhyhorn — Ground / Rock



Lv	25
HP	62
Exp.	340

MOVES: Rock Blast, Fury Attack, Stomp
ABILITY: LightningRod

Swablu — Normal / Flying



Lv	25
HP	82
Exp.	363

MOVES: Fury Attack, Sing, Astonish, Peck, Safeguard

Kricketune — Bug



Lv	25
HP	45
Exp.	241

MOVES: Fury Cutter, Sing, Focus Energy, Leech Life, Bide

Snorunt — Ice



Lv	25	26
HP	61	62
Exp.	329	339

MOVES: Powder Snow, Icy Wind, Bite, Headbutt, Protect, Double Team

Piloswine — Ice / Ground



Lv	25	26
HP	67	69
Exp.	265	273

MOVES: Powder Snow, AncientPower, Icy Wind, Mud Bomb, Mud-Slap

Vileplume — Grass / Poison



Lv	25	26
HP	69	71
Exp.	357	367

MOVES: Stun Spore, Mega Drain, Aromatherapy
ABILITY: Chlorophyll

Furret — Normal



Lv	25
HP	68
Exp.	261

MOVES: Fury Swipes, Quick Attack, Helping Hand
ABILITY: Run Away

Lairon — Steel / Rock



Lv	25	26
HP	83	85
Exp.	292	301

MOVES: Mud-Slap, Headbutt, Metal Claw, Take Down, Roar, Tackle

Metang — Steel / Psychic / Gender ?



Lv	25	26
HP	66	67
Exp.	394	406

MOVES: Confusion, Metal Claw, Take Down, Scary Face, Magnet Rise

Pineco — Bug



Lv	25	26
HP	63	64
Exp.	163	168

MOVES: Bug Bite, Selfdestruct, Protect, Take Down, Rapid Spin, Tackle

Shieldon — Rock / Steel



Lv	25	26
HP	70	73
Exp.	343	353

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt, Tackle

Wormadam (Trash Cloak) — Bug / Steel / ♀ only



Lv	25	26
HP	54	55
Exp.	340	350

MOVES: Bug Bite, Razor Leaf, Confusion, Protect, Hidden Power

Spheal — Ice / Water



Lv	26
HP	65
Exp.	161

MOVES: Powder Snow, Ice Ball, Aurora Beam, Body Slam, Encore

Shelgon — Dragon



Lv	26
HP	80
Exp.	416

MOVES: Ember, Bite, Headbutt, Focus Energy, Leer, Rage

Aerodactyl — Rock / Flying



Lv	26
HP	54
Exp.	182

MOVES: Agility, AncientPower, Thunder Fang
ABILITY: Pressure

Pupitar — Rock / Ground



Lv	26
HP	74
Exp.	329

MOVES: Screech, Sandstorm, Rock Slide, Bite, Thrash

Zangoose — Normal



Lv	26
HP	96
Exp.	399

MOVES: Fury Cutter, Quick Attack, Slash, Pursuit, Scratch

Purugly — Normal



Lv	26
HP	86
Exp.	304

MOVES: Fury Swipes, Hypnosis, Fake Out, Charm, Faint Attack

Sealeo — Ice / Water



Lv	26
HP	65
Exp.	175

MOVES: Powder Snow, Ice Ball, Aurora Beam, Body Slam, Encore

Skarmory — Steel / Flying



Lv	26
HP	68
Exp.	392

MOVES: Fury Attack, Agility, Air Cutter, Feint, Swift

Walrein — Ice / Water



Lv	26
HP	68
Exp.	332

MOVES: Powder Snow, Ice Ball, Aurora Beam, Body Slam, Crunch

Bastiodon — Rock / Steel



Lv	26
HP	74
Exp.	395

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt, Tackle

Luxio — Electric



Lv	26
HP	89
Exp.	140

MOVES: Spark, Bite, Roar, Charge, Tackle

Venomoth — Bug / Poison



Lv	26
HP	67
Exp.	171

MOVES: Silver Wind, Stun Spore, Psybeam, Confusion

Masquerain — Bug / Flying



Lv	26
HP	83
Exp.	231

MOVES: Ominous Wind, Bubble, Quick Attack, Gust
ABILITY: Intimidate

Girafarig — Normal / Psychic



Lv	26
HP	71
Exp.	315

MOVES: Agility, Psybeam, Confusion, Stomp, Astonish

Slaking — Normal



Lv	26
HP	80
Exp.	395

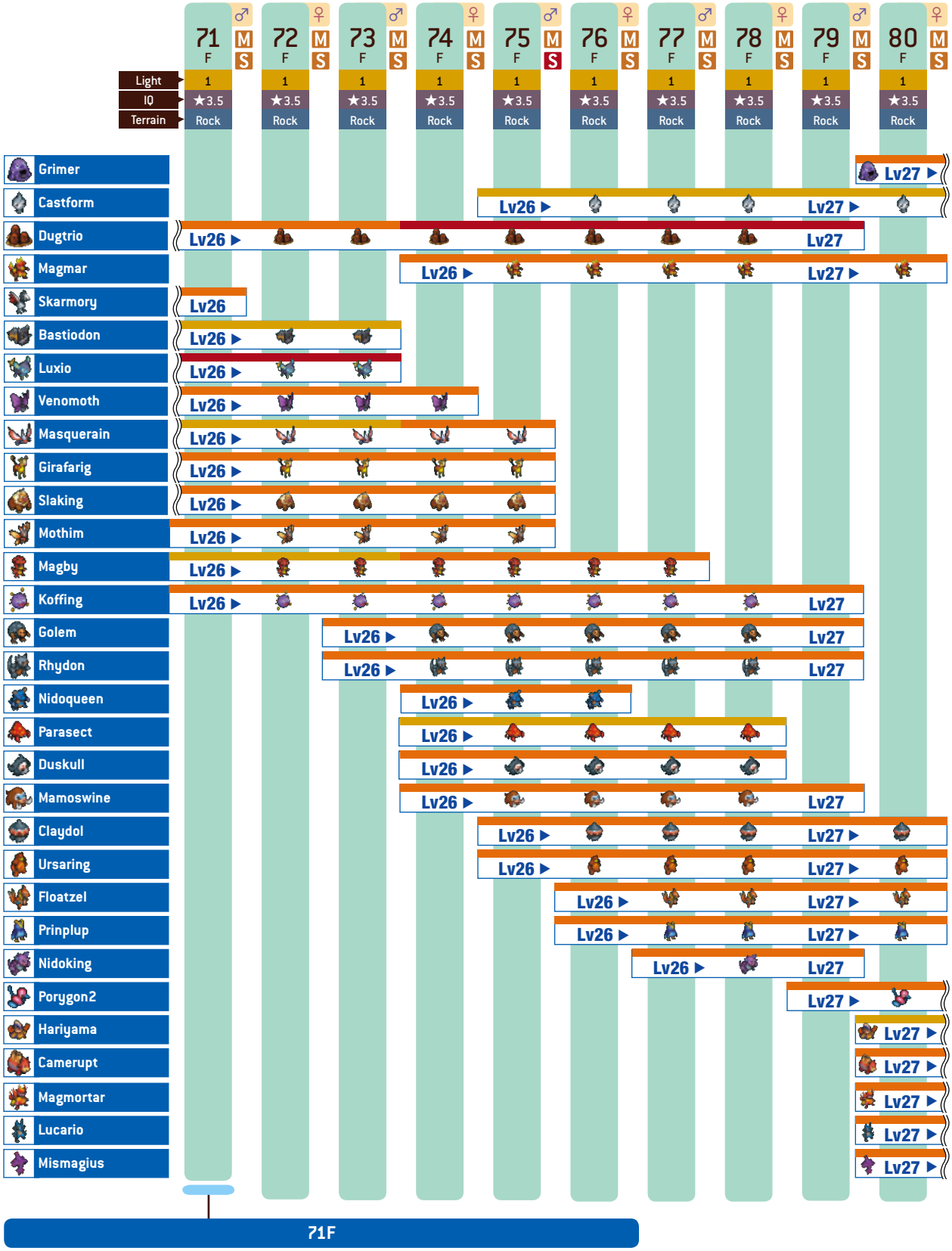
MOVES: Yawn, Slack Off, Encore, Faint Attack, Scratch, Amnesia



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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv50 (71–80F)



Grudge Traps are more likely to appear

Grudge Traps abound on 71F and above. Step on one and not only will several enemy Pokémon appear, but all Pokémon on the floor acquire the Grudge condition. Battling all these foes can seriously deplete your PP, so if you trigger a Grudge Trap, get to the stairs as soon as possible.

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Dungeon Pokémon Data

Grimer — Poison

Lv	27
HP	76
Exp.	104

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable, Poison Gas

Slaking — Normal

Lv	26
HP	80
Exp.	395

MOVES: Yawn, Slack Off, Encore, Faint Attack, Scratch, Amnesia

Claydol — Ground / Psychic / Gender ?

Lv	26	27
HP	77	79
Exp.	385	396

MOVES: Selfdestruct, AncientPower, Psybeam, Confusion, Mud-Slap

Hariyama — Fighting

Lv	27
HP	86
Exp.	385

MOVES: Arm Thrust, Fake Out, Focus Energy, Brine, Vital Throw

Castform — Normal

Lv	26	27
HP	70	71
Exp.	178	183

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance, Tackle

Mothim — Bug / Flying / ♂ only

Lv	26
HP	68
Exp.	392

MOVES: Bug Bite, Confusion, Protect, Hidden Power, Tackle

Ursaring — Normal

Lv	26	27
HP	72	75
Exp.	329	338

MOVES: Fury Swipes, Lick, Fake Tears, Covet, Faint Attack

Camerupt — Fire / Ground

Lv	27
HP	87
Exp.	284

MOVES: Magnitude, Ember, Focus Energy, Take Down, Tackle

Dugtrio — Ground

Lv	26	27
HP	84	86
Exp.	112	115

MOVES: Magnitude, Sucker Punch, Mud-Slap, Night Slash, Tri Attack

Magby — Fire

Lv	26
HP	66
Exp.	266

MOVES: Smog, Ember, Confuse Ray, SmokeScreen, Fire Spin

Floatzel — Water

Lv	26	27
HP	70	71
Exp.	283	291

MOVES: Aqua Jet, Quick Attack, Crunch, Ice Fang

Magmortar — Fire

Lv	27
HP	74
Exp.	399

MOVES: ThunderPunch, Smog, Ember, Confuse Ray, SmokeScreen

Magmar — Fire

Lv	26	27
HP	74	75
Exp.	297	306

MOVES: Smog, Ember, Confuse Ray, SmokeScreen, Fire Spin

Koffing — Poison

Lv	26	27
HP	76	77
Exp.	297	306

MOVES: Selfdestruct, Sludge, Smog, Assurance, SmokeScreen, Poison Gas

Prinplup — Water

Lv	26	27
HP	96	98
Exp.	108	111

MOVES: BubbleBeam, Bubble, Metal Claw, Tackle, Peck

Lucario — Fighting / Steel

Lv	27
HP	91
Exp.	140

MOVES: Bone Rush, Quick Attack, Dark Pulse, Force Palm

Skarmory — Steel / Flying

Lv	26
HP	68
Exp.	392

MOVES: Fury Attack, Agility, Air Cutter, Feint, Swift

Golem — Rock / Ground

Lv	26	27
HP	79	81
Exp.	360	370

MOVES: Magnitude, Rock Blast, Rollout, Selfdestruct, Rock Polish

Nidoking — Poison / Ground / ♂ only

Lv	26	27
HP	59	62
Exp.	290	298

MOVES: Double Kick, Poison Sting, Thrash, Focus Energy, Peck

Mismagius — Ghost

Lv	27
HP	72
Exp.	360

MOVES: Spite, Psywave, Astonish, Magical Leaf

Bastiodon — Rock / Steel

Lv	26
HP	74
Exp.	395

MOVES: Swagger, Protect, Metal Sound, Take Down, Taunt, Tackle

Rhydon — Ground / Rock

Lv	26	27
HP	70	73
Exp.	416	428

MOVES: Rock Blast, Fury Attack, Stomp
ABILITY: LightningRod

Porygon2 — Normal / Gender?

Lv	27
HP	96
Exp.	352

MOVES: Agility, Psybeam, Recover, Tackle

Luxio — Electric

Lv	26
HP	89
Exp.	140

MOVES: Spark, Bite, Roar, Charge, Tackle

Nidoqueen — Poison / Ground / ♀ only

Lv	26
HP	75
Exp.	374

MOVES: Double Kick, Body Slam, Poison Sting, Scratch
ABILITY: Poison Point

Venomoth — Bug / Poison

Lv	26
HP	67
Exp.	171

MOVES: Silver Wind, Stun Spore, Psybeam, Confusion

Parasect — Bug / Grass

Lv	26
HP	53
Exp.	171

MOVES: Spore, Stun Spore, Slash, Cross Poison

Masquerain — Bug / Flying

Lv	26
HP	83
Exp.	231

MOVES: Ominous Wind, Bubble, Quick Attack, Gust
ABILITY: Intimidate

Duskull — Ghost

Lv	26
HP	75
Exp.	350

MOVES: Shadow Sneak, Night Shade, Astonish, Confuse Ray, Disable

Girafarig — Normal / Psychic

Lv	26
HP	71
Exp.	315

MOVES: Agility, Psybeam, Confusion, Stomp, Astonish

Mamoswine — Ice / Ground

Lv	26	27
HP	84	86
Exp.	385	396

MOVES: Powder Snow, Hail, AncientPower, Mud Bomb, Mud-Slap

Pokémon To Watch For

Lucario — 80—85F

Watch out for its moves and Abilities

Lucario's Bone Rush makes multiple attacks per turn, and its Metal Sound greatly lowers your Special Defense. Lucario's type weaknesses include Fire-type moves, but it has the defensive Counter Basher IQ Skill. When you fight it, use special attacks instead of physical ones.



Bone Rush cuts corners, so be careful when battling Lucario in a corridor.

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	81 F	♂ M S	82 F	♀ M S	83 F	♂ M S	84 F	♀ M S	85 F	♂ M S	86 F	♀ M S	87 F	♂ M S	88 F	♀ M S	89 F	♂ M S	90 F	♀ M S
Light	1		1		1		1		1		1		1		1		1		1	
IQ	★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5		★3.5	
Terrain	Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock		Rock	
Grimer	Lv27 ▶				Lv28 ▶															
Castform	Lv27 ▶				Lv28												Lv29 ▶			
Porygon2	Lv27 ▶				Lv28 ▶															
Hariyama	Lv27 ▶				Lv28 ▶															
Camerupt	Lv27 ▶				Lv28 ▶															
Magmortar	Lv27 ▶				Lv28 ▶															
Lucario	Lv27 ▶				Lv28 ▶															
Mismagius	Lv27 ▶				Lv28 ▶															
Garchomp	Lv27 ▶				Lv28 ▶															
Shuppet					Lv28 ▶								Lv29							
Solrock							Lv28 ▶						Lv29 ▶							
Scizor							Lv28 ▶						Lv29 ▶							
Lunatone							Lv28 ▶						Lv29 ▶							
Hippowdon											Lv28		Lv29 ▶							
Miltank											Lv28		Lv29 ▶							
Ledian											Lv28		Lv29 ▶							
Dusclops											Lv28		Lv29 ▶							
Metagross																	Lv29 ▶			
Politoed																			Lv29	

86F

Switch up your Monster House strategy

This is the last floor where you're likely to encounter a Monster House. Petrify Orbs or Foe-Hold Orbs usually work in Monster Houses, but they're not foolproof: the Hippowdon on this floor can change the weather to Sandstorm. So here, use a different method—like a Totter Orb—if you need to immobilize a roomful of foes.



Although Hail weather does damage to your foes, taking damage will also negate the Petrified condition.



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Dungeon Pokémon Data

Grimer — Poison

Lv	27	28
HP	76	78
Exp.	104	107

MOVES: Mud Bomb, Mud-Slap, Sludge, Disable, Poison Gas

Castform — Normal

Lv	27	28	29
HP	71	72	73
Exp.	183	188	193

MOVES: Powder Snow, Hail, Ember, Sunny Day, Rain Dance, Tackle

Porygon2 — Normal — Gender ?

Lv	27	28
HP	96	98
Exp.	352	362

MOVES: Agility, Psybeam, Recover, Tackle

Hariyama — Fighting

Lv	27	28
HP	86	89
Exp.	385	395

MOVES: Arm Thrust, Fake Out, Focus Energy, Brine, Vital Throw

Camerupt — Fire — Ground

Lv	27	28
HP	87	90
Exp.	284	292

MOVES: Magnitude, Ember, Focus Energy, Take Down, Tackle

Magmortar — Fire

Lv	27	28
HP	74	76
Exp.	399	410

MOVES: ThunderPunch, Smog, Fire Punch, Ember, Confuse Ray

Lucario — Fighting — Steel

Lv	27	28
HP	91	93
Exp.	140	144

MOVES: Bone Rush, Quick Attack, Dark Pulse, Force Palm

Mismagius — Ghost

Lv	27	28
HP	72	73
Exp.	360	370

MOVES: Spite, Psywave, Astonish, Magical Leaf

Garchomp — Dragon — Ground

Lv	27	28
HP	105	106
Exp.	385	395

MOVES: Sandstorm, Slash, Fire Fang, Take Down, Dragon Rage

Shuppet — Ghost

Lv	28	29
HP	100	101
Exp.	181	186

MOVES: Spite, Screech, Curse, Shadow Sneak, Night Shade, Faint Attack

Solrock — Rock — Psychic — Gender ?

Lv	28	29
HP	109	112
Exp.	377	387

MOVES: Psywave, Confusion, Fire Spin, Rock Polish, Tackle

Scizor — Bug — Steel

Lv	28	29
HP	98	101
Exp.	358	368

MOVES: False Swipe, Fury Cutter, Agility, Quick Attack

Lunatone — Rock — Ground — Gender ?

Lv	28	29
HP	95	98
Exp.	362	372

MOVES: Hypnosis, Psywave, Confusion, Rock Polish, Tackle

Hippowdon — Ground

Lv	28	29
HP	71	74
Exp.	455	467

MOVES: Thunder Fang, Fire Fang, Ice Fang, Bite, Yawn

Miltank — Normal — ♀ only

Lv	28	29
HP	97	99
Exp.	366	376

MOVES: Rollout, Body Slam, Zen Headbutt, Stomp, Milk Drink

Ledian — Bug — Flying

Lv	28	29
HP	79	80
Exp.	407	418

MOVES: Silver Wind, Comet Punch, Mach Punch, Supersonic

Dusclops — Ghost

Lv	28	29
HP	81	83
Exp.	414	425

MOVES: Shadow Sneak, Night Shade, ThunderPunch
ABILITY: Pressure

Metagross — Steel — Psychic — Gender ?

Lv	29
HP	68
Exp.	410

MOVES: Confusion, Metal Claw, Take Down, Pursuit, Scary Face

Politoed — Water

Lv	29
HP	104
Exp.	566

MOVES: Perish Song, DoubleSlap, Hypnosis, BubbleBeam

Pokémon To Watch For

Mismagius 80—86F
Does damage regardless of your Sp. Defense

Solrock 84—89F
Uses Psywave and other moves

Lunatone 84—89F
Knows some of the same moves as Solrock

All three use Psywave, a move that ignores your Sp. Defense stat. That means you can expect to receive around 60 HP of damage, if you're unlucky. So if you have less than 70 HP, restore your HP before you go wandering around.



Mismagius can move through walls, but its low HP makes it less of a nuisance than you'd expect.

Ledian 84—89F
Once its level increases, it gains a powerful move

The Ledian on 87F and up have Silver Wind in their arsenal. If you're in the same room with Ledian, knock it out first.



Ledian can use Silver Wind to hit any and all opponents in the same room.



To protect yourself from Swarm, use a Rock-type move to land a one-hit KO.

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	91 F	92 F	93 F	94 F	95 F	96 F	97 F	98 F	99 F
	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S	♀ M S	♂ M S
Light	1	1	1	1	1	1	1	1	None
IQ	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5	★3.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Building	Building	Building
Castform	Lv30 ▶								
Dusclops	Lv30 ▶								
Metagross	Lv30 ▶								
Politoed	Lv30 ▶								
Empoleon	Lv30 ▶								
Altaria	Lv30 ▶								
Bronzong	Lv30 ▶								
Honchkrow	Lv30 ▶								
Tropius			Lv30 ▶						
Roserade			Lv30 ▶						
Crawdaunt				Lv30 ▶					
Kangaskhan					Lv30 ▶				
Noctowl						Lv30 ▶			

99F

The coast is clear... for now

You won't see any Pokémon when you arrive on 99F, nor will any appear even if you wait around. But enemy Pokémon will definitely appear if you walk into a Monster House or step on a Summon Trap or Grudge Trap, so you're not home free just yet.



If you steal from a Kecleon Shop, the shopkeeper will be the only Kecleon who appears.



Once you climb the stairs on 99F, you'll reach the top floor and find the Arceus statue.

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Dungeon Pokémon Data

Castform — Normal

Lv	30
HP	74
Exp.	198

MOVES: Powder Snow, Hail, Weather Ball, Ember, Sunny Day

Honchkrow — Dark / Flying

Lv	30
HP	116
Exp.	417

MOVES: Astonish, Swagger, Pursuit, Wing Attack
ABILITY: Super Luck

Dusclops — Ghost

Lv	30
HP	85
Exp.	436

MOVES: Curse, Shadow Sneak, Night Shade, ThunderPunch **ABILITY:** Pressure

Tropius — Grass / Flying

Lv	30
HP	114
Exp.	397

MOVES: Razor Leaf, Stomp, Whirlwind
ABILITY: Chlorophyll

Metagross — Steel / Psychic / Gender ?

Lv	30
HP	69
Exp.	421

MOVES: Confusion, Metal Claw, Take Down, Pursuit, Scary Face

Roserade — Grass / Poison

Lv	30
HP	88
Exp.	347

MOVES: Weather Ball, Poison Sting, Mega Drain, Magical Leaf

Politoed — Water

Lv	30
HP	106
Exp.	581

MOVES: Perish Song, DoubleSlap, Hypnosis, BubbleBeam

Crawdaunt — Water / Dark

Lv	30
HP	110
Exp.	518

MOVES: BubbleBeam, Bubble, Protect, Swift, ViceGrip

Empoleon — Water / Steel

Lv	30
HP	105
Exp.	425

MOVES: Fury Attack, BubbleBeam, Bubble, Metal Claw, Swagger

Kangaskhan — Normal / ♀ only

Lv	30
HP	108
Exp.	374

MOVES: Comet Punch, Fake Out, Dizzy Punch, Bite

Altaria — Dragon / Flying

Lv	30
HP	91
Exp.	405

MOVES: Fury Attack, Pluck, Sing, Astonish, Take Down

Noctowl — Normal / Flying

Lv	30
HP	88
Exp.	245

MOVES: Hypnosis, Confusion, Sky Attack, Take Down, Tackle

Bronzong — Steel / Psychic / Gender ?

Lv	30
HP	112
Exp.	405

MOVES: Imprison, Hypnosis, Confusion, Extrasensory, Confuse Ray

Pokémon To Watch For

Politoed — 90—99F

Perish Song is always a danger

Although Hypnosis and BubbleBeam are powerful, Politoed's Perish Song—which causes you to faint you within four turns—is the real danger. You'll want to stop Politoed from using it in the first place, but bring along some Heal Seeds just in case Perish Song does hit.



There are plenty of Politoed on 94–98F, but you can avoid them by eating Pure Seeds.

Empoleon — 91—97F

Even more powerful when its HP is low

Empoleon has multiple type resistances so it's hard to do a lot of damage to it, and its Torrent Ability kicks in whenever its HP drops below 26. If Torrent is in effect, even Empoleon's BubbleBeam can cause a one-hit KO, so use Ground-type or other effective moves to take Empoleon down first.



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Obtainable Items

Equipment

Name	Floor	Shop
Bounce Band	All Floors	All Floors
Curve Band	All Floors	All Floors
Def. Scarf	All Floors	All Floors
Detect Band	All Floors	—
Diet Ribbon	—	All Floors
Dodge Scarf	—	All Floors
Gaggle Specs	All Floors	—
Gold Ribbon	All Floors	—
Heal Ribbon	All Floors	All Floors
Insomniscope	All Floors	All Floors
Joy Ribbon	All Floors	—
Lockon Specs	All Floors	All Floors
Munch Belt	All Floors	All Floors
No-Aim Scope	All Floors	All Floors
No-Slip Cap	All Floors	—
No-Stick Cap	All Floors	All Floors
Pass Scarf	All Floors	All Floors
Patsy Band	All Floors	All Floors
Pecha Scarf	All Floors	All Floors
Persim Band	All Floors	All Floors
Plain Ribbon	All Floors	—
Power Band	All Floors	All Floors
Racket Band	All Floors	All Floors
Scope Lens	All Floors	All Floors
Sneak Scarf	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	All Floors
Twist Band	All Floors	All Floors
Warp Scarf	All Floors	All Floors
Weather Band	All Floors	All Floors
Whiff Specs	All Floors	All Floors
X-Ray Specs	—	All Floors
Y-Ray Specs	—	All Floors
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Geo Pebble	(*1)	All Floors
Gravelerock	(*1)	—
Iron Thorn	21–99F	All Floors
Silver Spike	21–99F	All Floors
Stick	21–99F	All Floors

Food

Name	Floor	Shop
Apple	(*1)	All Floors
Big Apple	(*1)	All Floors
Gravelyrock	(*1)	—
Grimy Food	(*1)	—

Seeds • Berries

Name	Floor	Shop
Blast Seed	—	All Floors
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Dough Seed	All Floors	—
Dropeye Seed	All Floors	—
Eyedrop Seed	All Floors	All Floors
Heal Seed	All Floors	All Floors
Hunger Seed	—	All Floors
Joy Seed	All Floors	All Floors
Life Seed	All Floors	All Floors
Oran Berry	All Floors	—
Oren Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Pure Seed	All Floors	All Floors
Quick Seed	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Sitrus Berry	All Floors	All Floors
Sleep Seed	All Floors	All Floors
Slip Seed	All Floors	—
Stun Seed	All Floors	All Floors
Totter Seed	All Floors	All Floors
Vanish Seed	—	All Floors
Via Seed	All Floors	—
Vile Seed	All Floors	All Floors
Violent Seed	All Floors	All Floors
Warp Seed	All Floors	All Floors
X-Eye Seed	All Floors	All Floors

Health Drinks

Name	Floor	Shop
Calcium	All Floors	—
Ginseng	All Floors	—
Iron	All Floors	—
Max Elixir	All Floors	All Floors
Mix Elixir	All Floors	—
Protein	All Floors	—
Zinc	All Floors	—

TMs

Name	Floor	Shop
Aerial Ace	—	All Floors
Attract	—	All Floors
Avalanche	—	All Floors
Blizzard	—	All Floors
Brick Break	—	All Floors
Brine	—	All Floors
Bulk Up	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Captivate	—	All Floors
Charge Beam	—	All Floors
Dark Pulse	—	All Floors
Dig	—	All Floors
Dive	—	All Floors
Dragon Claw	—	All Floors
Dragon Pulse	—	All Floors
Drain Punch	—	All Floors
Dream Eater	—	All Floors
Earthquake	—	All Floors
Embargo	—	All Floors
Endure	—	All Floors
Energy Ball	—	All Floors
Explosion	—	All Floors
Facade	—	All Floors
False Swipe	—	All Floors
Fire Blast	—	All Floors
Flamethrower	—	All Floors
Flash	—	All Floors
Flash Cannon	—	All Floors
Fling	—	All Floors
Focus Blast	—	All Floors
Focus Punch	—	All Floors
Frustration	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Grass Knot	—	All Floors
Gyro Ball	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Ice Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Natural Gift	—	All Floors
Overheat	—	All Floors
Payback	—	All Floors
Pluck	—	All Floors
Poison Jab	—	All Floors
Protect	—	All Floors
Psych Up	—	All Floors
Psychic	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Return	—	All Floors
Roar	—	All Floors
Rock Polish	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Secret Power	—	All Floors
Shadow Ball	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
Silver Wind	—	All Floors
Skill Swap	—	All Floors
Sleep Talk	—	All Floors
Sludge Bomb	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Stone Edge	—	All Floors
Substitute	—	All Floors
Swagger	—	All Floors
Swords Dance	—	All Floors
Taunt	—	All Floors
Thief	—	All Floors
Thunder	—	All Floors
Thunder Wave	—	All Floors
Thunderbolt	—	All Floors
Torment	—	All Floors
Toxic	—	All Floors
Trick Room	—	All Floors
U-turn	—	All Floors
Vacuum-Cut	—	All Floors
Water Pulse	—	All Floors
Wide Slash	—	All Floors
Will-O-Wisp	—	All Floors
X-Scissor	—	All Floors

HMs

Name	Floor	Shop
Cut	—	All Floors
Defog	—	All Floors
Fly	—	All Floors
Rock Climb	—	All Floors
Rock Smash	—	All Floors
Strength	—	All Floors
Surf	—	All Floors
Waterfall	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Mach Orb	—	All Floors
Blowback Orb	All Floors	All Floors
Cleanse Orb	(*1)	All Floors
Decoy Orb	(*1)	All Floors
Drought Orb	(*1)	All Floors
Escape Orb	All Floors	—
Evasion Orb	(*1)	All Floors
Fill-In Orb	(*1)	All Floors
Foe-Hold Orb	—	All Floors
Hail Orb	(*1)	All Floors
Hurl Orb	(*1)	All Floors
Identify Orb	(*1)	All Floors
Invisify Orb	(*1)	—
Itemizer Orb	(*1)	All Floors
Lob Orb	(*1)	All Floors
Longtoss Orb	(*1)	All Floors
Luminous Orb	(*1)	All Floors
Mobile Orb	(*1)	All Floors
Mug Orb	(*1)	All Floors
One-Room Orb	(*1)	—
One-Shot Orb	(*1)	All Floors
Petrify Orb	(*1)	All Floors
Pierce Orb	All Floors	All Floors
Pounce Orb	(*1)	All Floors
Quick Orb	(*1)	All Floors
Radar Orb	(*1)	All Floors
Rainy Orb	(*1)	All Floors
Rebound Orb	(*1)	All Floors
Rocky Orb	(*1)	All Floors
Rollcall Orb	50–99F	—
Sandy Orb	(*1)	All Floors
Scanner Orb	(*1)	All Floors
See-Trap Orb	(*1)	All Floors
Shocker Orb	(*1)	All Floors
Silence Orb	(*1)	All Floors
Sizebust Orb	(*1)	All Floors
Slow Orb	(*1)	All Floors
Slumber Orb	(*1)	All Floors
Snatch Orb	(*1)	All Floors
Spurn Orb	—	All Floors
Stairs Orb	(*1)	All Floors
Stayaway Orb	(*1)	All Floors
Sunny Orb	(*1)	All Floors
Switcher Orb	(*1)	All Floors
Totter Orb	(*1)	All Floors
Transfer Orb	(*1)	All Floors
Trapbust Orb	(*1)	All Floors
Trapper Orb	(*1)	—
Trawl Orb	(*1)	—
Two-Edge Orb	(*1)	—
Warp Orb	(*1)	All Floors

*1– All floors except 20F

Poké

Name	Floor	Shop
Poké	All Floors	—

Obtained by Clearing the Dungeon

Space Globe

Traps Set

Name	Floor
Chestnut Trap	1–39F
Explosion Trap	All Floors
Grimy Trap	1–70F
Grudge Trap	11–99F
Gust Trap	1–49F
Mud Trap	All Floors
Poison Trap	3–99F
Pokémon Trap	1–69F
PP-Zero Trap	All Floors
Random Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	1–59F
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Sticky Trap	All Floors
Summon Trap	All Floors
Trip Trap	1–59F
Warp Trap	1–59F



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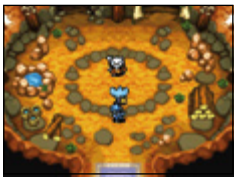
Marowak Dojo

The Marowak Dojo is an exploration team training facility. See if you can tackle more than ten different mazes to become a dojo master.

Use Mazes to Level Up Your Team Members

At the Marowak Dojo, which is available from Chapter 5 onward, you can explore dungeon-like mazes to level up your exploration team. If you want to rack up the Exp., this is the place to be: you can enter and exit the mazes without causing a day to pass, and you won't lose any items or Poké if you're defeated inside a maze.

When the Marowak Dojo first opens, there are ten mazes you can enter; the name of each maze tells you exactly what types of Pokémon you'll encounter. Take advantage of this by bringing Pokémon whose moves are effective against the types of Pokémon you'll be facing.



The entrance to the mazes is in the back right corner. Remember, any items in your Treasure Bag will be lost when you enter.



All the initial mazes are five floors long, and foe Pokémon's levels will increase as you advance.

New Mazes to be Unlocked

The two mazes below are unlocked when the listed conditions are met. The rules and features of these mazes differ from the first ten mazes—see the chart below for a detailed comparison. Note that the Final Maze is almost the same as a regular dungeon: you can recruit defeated Pokémon, and you'll lose some of your items and Poké if you're defeated inside the maze.

Explorer Maze

How to Unlock Use Trade Teams feature (p.56)



Final Maze

How to Unlock Clear Mystifying Forest and graduate from the guild (p.146)



Maze Features

Feature	Initial 10 Mazes	Explorer Maze	Final Maze
Number of Floors	B1—B5F	B1F only	B1—B48F
Floor Layout	Variable	Always the same	Variable
Enemy Pokémon's Level	Determined by floor	The received team's level	Determined by floor
Recuitable Pokémon?	No	No	Yes
Floor Items	Oran Berry, Escape Orb, Poké	None	(See p.391)
How to Complete	Clear B5F	Defeat all enemy Pokémon	Clear B48F
Penalty for Defeat	None	None	Same as regular dungeon

Earn Rewards for Clearing Mazes

There are more rewards for working out at the Marowak Dojo than just earning Exp. bonuses. See the chart on the right for the conditions you'll have to meet to earn a valuable reward from Marowak. If you want all the goods, you'll have to try and clear all 11 mazes.

Marowak Dojo Rewards

Condition	Reward
Clear the 10 Mazes available from the start	Joy Seed
Clear the Final Maze	Brown Bow

Dojo Mazes

Here's the rundown on all 11 of the Dojo's mazes, complete with Dungeon Pokémon Data and strategy tips. The Final Maze info is on p.386.

Normal / Fly Maze

Effective Move Types: Electric, Ice, Rock

Both of these foe Pokémon can use Quick Attack to hit you from two squares away. To avoid this move, try not to approach them from a straight line direction.

Maze Pokémon Data

Doduo — Normal / Flying



	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	22	36	51	66	87
Exp.	24	45	69	81	105

MOVES: Fury Attack, Double Hit

Staravia — Normal / Flying



	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	20	29	39	46	76
Exp.	77	146	223	261	338

MOVES: Endeavor, Quick Attack



Doduo has the Run Away Ability, so it flees whenever its HP drops below 50%.

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Dark / Fire Maze

Effective Move Types: Water, Ground, Rock, Fighting

This training maze is full of lava pools. If Houndour's Roar blows you into the lava, you'll receive a Burn and warp to another part of the dungeon.

Maze Pokémon Data

Houndour — Dark / Fire

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	30	39	59	64	84
Exp.	65	123	188	221	286

MOVES: Beat Up, Smog, Roar

Magby — Fire

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	32	50	70	75	93
Exp.	76	144	220	258	334

MOVES: Lava Plume, Smog

Poochyena — Dark

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	26	42	62	67	87
Exp.	38	72	110	129	167

MOVES: Bite, Swagger, Assurance



However, a Fire-type Pokémon can walk on lava terrain without being Burned or warped elsewhere.

Rock / Water Maze

Effective Move Types: Grass, Electric, Fighting, Ground

The opponent Pokémon here can lower your accuracy with Mud Shot. Use long-range moves to knock them out before they get close.

Maze Pokémon Data

Omanyte — Rock / Water

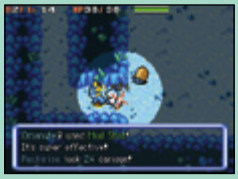
	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	42	60	87	92	102
Exp.	64	121	185	217	281

MOVES: Rollout, Mud Shot

Kabuto — Rock / Water

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	20	47	78	88	103
Exp.	11	20	31	37	48

MOVES: Aqua Jet, Mud Shot



You're not safe if Omanyte is lurking just around the corner—Mud Shot can cut corners.

Grass Maze

Effective Move Types: Fire, Ice, Poison, Flying, Bug

At first, Shroomish has lower stats than Carnivine. But its ability to Paralyze or Poison you should make it your priority target.

Maze Pokémon Data

Shroomish — Grass

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	30	39	59	70	98
Exp.	57	108	165	193	250

MOVES: Stun Spore, Headbutt

Carnivine — Grass

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	37	42	51	66	90
Exp.	81	153	234	275	356

MOVES: Bite, Spit Up



Being hit by Effect Spore, which can either Paralyze you or put you to Sleep, is a real pain.

Electric / Steel Maze

Effective Move Types: Fire, Fighting, Ground

Magnemite and Mareep are the big threat here, since Sonic Boom and Signal Beam have a 10-square range. Keep zigzagging when you approach them, to avoid standing in their line of attack.

Maze Pokémon Data

Mawile — Steel

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	44	57	80	88	116
Exp.	87	165	252	295	382

MOVES: Bite, Astonish

Magnemite — Electric / Steel / Gender ?

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	44	51	61	66	83
Exp.	66	125	191	224	290

MOVES: Screech, Sonic Boom

Mareep — Electric

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	33	42	60	69	96
Exp.	76	144	220	258	334

MOVES: Discharge, Signal Beam



Mawile does have more HP than the other two, but its moves are less of a threat.

Ice / Ground Maze

Effective Move Types: Fire, Water, Grass, Fighting, Steel

Swinub uses Powder Snow while Phanpy uses Rollout, but both are dangerous. Try using Hypnosis to put them to sleep, then knock them out.

Maze Pokémon Data

Swinub — Ice / Ground

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	20	30	59	72	92
Exp.	67	127	194	227	294

MOVES: Powder Snow, Icy Wind

Phanpy (*1) — Ground

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	22	49	88	98	112
Exp.	9	17	26	30	39

MOVES: Rollout, Bide, Charm



Swinub's Mud-Slap and Mud Bomb will lower your accuracy, too.

Fight / Psych Maze

Effective Move Types: Flying, Ghost

These two foes have Fighting-type moves that do real damage. If you're running low on HP, use long-range moves to take them down before they can get to you.

Maze Pokémon Data

Meditite — Fighting / Psychic

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	25	51	81	91	111
Exp.	49	93	142	166	215

MOVES: Confusion, Force Palm, Detect

Machop — Fighting

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	11	36	61	71	91
Exp.	20	38	58	68	88

MOVES: Karate Chop, Seismic Toss



Don't worry about PP: if you have a move that immobilizes opponents, go ahead and use it here.

Poison / Bug Maze

Effective Move Types: Fire, Flying, Psychic, Rock

Both foes have moves that launch consecutive attacks in the same turn. What's more, Skorupi's Pin Missile has a 10-square range, so don't let down your guard just because it's far away.

Maze Pokémon Data

Spinarak — Poison / Bug

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	23	36	56	66	96
Exp.	26	49	75	88	114

MOVES: Fury Swipes, Agility

Skorupi — Poison / Bug

	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	31	52	82	87	103
Exp.	108	205	313	367	475

MOVES: Missile Pin, Poison Sting



If you're in a room with Skorupi, try to stay out of its direct line of attack.

*1— Appears after your guild graduation

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Dragon Maze

Effective Move Types: Ice, Dragon

Bagon is the only Pokémon you'll encounter here. It can use its moves to Paralyze you, so counter by immobilizing it first.

Maze Pokémon Data

Bagon — Dragon



	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	33	51	72	77	92
Exp.	104	197	301	353	457

MOVES: DragonBreath, Ember



Bagon is worth a fair amount of Exp., making it a good foe to fight if you need to level up.

Ghost Maze

Effective Move Types: Ghost, Dark

Here you'll find Misdreavus, which can move through walls. If it attacks you from inside a wall, get away and attack once Misdreavus moves out into the open.

Maze Pokémon Data

Misdreavus — Ghost



	B1F	B2F	B3F	B4F	B5F
Lv	1	10	20	25	35
HP	50	59	69	74	79
Exp.	100	190	290	340	390

MOVES: Spite, Psybeam



There aren't many moves that can hit Misdreavus when it's inside a wall.

Explorer Maze

In the Explorer Maze, you can use the game's linking features to receive and battle another player's team. The instructions for entering the Maze are listed at right. With the Wi-Fi Connection, you can battle your friends' teams or even teams from other players around the country.



How to Enter the Explorer Maze

1. Complete the game through Chapter 5, and save your data after Chatot asks you to investigate the Secret Waterfall (p.10).
2. Choose Trade Teams on the top menu, then Receive Team
3. Restart the game, go to the Marowak Dojo, and enter the Explorer Maze



Dungeon EX

Final Maze

Total 48 F

Replayable: Y

The Final Maze will be available at Marowak Dojo after your guild graduation. Each floor has the same variety of Pokémon, all drawn from the Pokémon you've battled in the other mazes.

Initial Goal	Clear B48F
Recommended Level	Lv50+

Special Rules	
	• No Friend Rescues • No items allowed

Special Rooms and Terrain			
Room	—		
Terrain	Water	Lava	Wonder Tile

Prep Hungry Pokémon Complicate the Challenge

Despite the dungeon's many floors, you can't bring items and there's not much food around, so you're likely to end up Famished. Choose a Pokémon with the Energy Saver IQ Skill for your team leader, take along a teammate with the Stair Sensor IQ Skill, and hurry from floor to floor.



If you're hungry but you don't have Apples or Gummis, eat nonessential seeds or berries first.

Items Find Rare Items

In the Final Maze, you'll find Link Boxes and certain rare HMs. Some of these items can't be found anywhere else, so return to the Final Maze as needed to look for more.

Pokémon To Watch For

Shroomish — B1—B48F

Able to put multiple Pokémon to Sleep

From B10F onward, Shroomish becomes a particular peril since its Spore move can put every team member in the room to Sleep. It's in your best interests to have at least one teammate with the Nonsleeper IQ Skill.



It's always nice to have team members with Abilities or moves that protect against the Sleep condition.

Misdreavus — B1—B48F

Its Perish Song is a formidable move

Misdreavus can ambush you by moving through walls, making it a real pest. Starting on B10F, it can also use Perish Song, which has a floor-wide effect, so it's the first Pokémon you should target in any battle.



But if you have the Quick Dodger IQ Skill, Perish Song is likely to miss.

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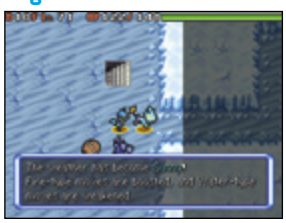
Pokémon Dungeon Breakdown

	B1F ♂	B2F ♀	B3F ♂	B4F ♀	B5F ♂	B6F ♀	B7F ♂	B8F ♀	B9F ♂	B10F ♀	B11F ♂	B12F ♀
Light	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building
Meditite	Lv40▶									Lv45▶		
Spinarak	Lv40▶									Lv45▶		
Swinub	Lv40▶									Lv45▶		
Omanyte	Lv40▶									Lv45▶		
Kabuto	Lv40▶									Lv45▶		
Shroomish	Lv40▶									Lv45▶		
Mawile	Lv40▶									Lv45▶		
Magnemite	Lv40▶									Lv45▶		
Phanpy	Lv40▶									Lv45▶		
Skorupi	Lv40▶									Lv45▶		
Bagon	Lv40▶									Lv45▶		
Houndour	Lv40▶									Lv45▶		
Doduo	Lv40▶									Lv45▶		
Magby	Lv40▶									Lv45▶		
Poochyena	Lv40▶									Lv45▶		
Carnivine	Lv40▶									Lv45▶		
Misdreavus	Lv40▶									Lv45▶		
Staravia	Lv40▶									Lv45▶		
Mareep	Lv40▶									Lv45▶		
Machop	Lv40▶									Lv45▶		

B10F

All foes are now five levels tougher

On B10F, your foes' levels will increase by five and they'll start using deadly moves like Perish Song. If you see a Pokémon headed your way, hit it with long-range attacks and items to knock it out.



Some foes will change the floor's weather to Sunny. If that happens, be alert for Pokémon who use Fire-type moves.

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Pokémon Dungeon Breakdown

	B 13 F ♂	B 14 F ♀	B 15 F ♂	B 16 F ♀	B 17 F ♂	B 18 F ♀	B 19 F ♂	B 20 F ♀	B 21 F ♂	B 22 F ♀	B 23 F ♂	B 24 F ♀
Light	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building	Grass	Building
Meditite	Lv45 ▶											
Spinarak	Lv45 ▶											
Swinub	Lv45 ▶											
Omanyte	Lv45 ▶											
Kabuto	Lv45 ▶											
Shroomish	Lv45 ▶											
Mawile	Lv45 ▶											
Magnemite	Lv45 ▶											
Phanpy	Lv45 ▶											
Skorupi	Lv45 ▶											
Bagon	Lv45 ▶											
Houndour	Lv45 ▶											
Doduo	Lv45 ▶											
Magby	Lv45 ▶											
Poochyena	Lv45 ▶											
Carnivine	Lv45 ▶											
Misdreavus	Lv45 ▶											
Staravia	Lv45 ▶											
Mareep	Lv45 ▶											
Machop	Lv45 ▶											

Dungeon Pokémon Data

Meditite — Fighting / Psychic

Lv	40	45	50
HP	116	120	123
Exp.	240	264	289

MOVES: Confusion, Force Palm

Omanyte — Rock / Water

Lv	40	45	50
HP	107	112	117
Exp.	313	345	377

MOVES: Rock Blast, Rollout

Mawile — Steel

Lv	40	45	50
HP	121	123	126
Exp.	429	469	513

MOVES: Sucker Punch, Crunch

Skorupi — Poison / Bug

Lv	40	45	50
HP	113	123	133
Exp.	529	583	637

MOVES: Pin Missile, Bug Bite

Spinarak — Bug / Poison

Lv	40	45	50
HP	109	119	129
Exp.	127	140	153

MOVE: Pin Missile

Kabuto — Rock / Water

Lv	40	45	50
HP	108	110	113
Exp.	53	59	64

MOVE: AncientPower

Magnemite — Electric / Steel / Gender ?

Lv	40	45	50
HP	93	103	113
Exp.	323	356	389

MOVES: Discharge, Screech

Bagon — Dragon

Lv	40	45	50
HP	102	112	122
Exp.	509	561	613

MOVES: DragonBreath

Swinub — Ice / Ground

Lv	40	45	50
HP	102	112	122
Exp.	328	361	395

MOVES: Blizzard, Earthquake, Powder Snow

Shroomish — Grass

Lv	40	45	50
HP	108	113	118
Exp.	279	307	336

MOVES: Spore

Phanpy — Ground

Lv	40	45	50
HP	117	122	127
Exp.	44	48	53

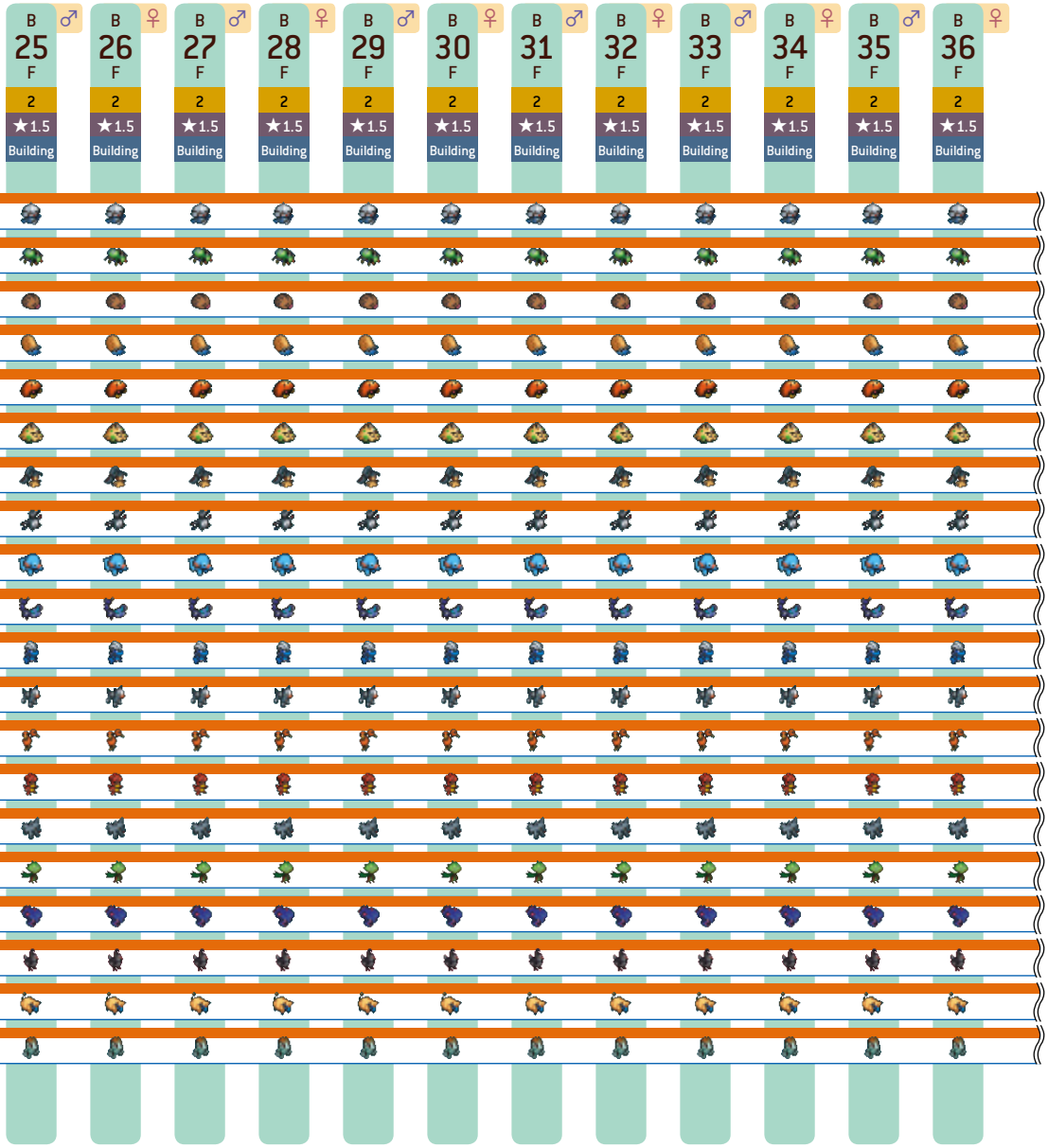
MOVES: Rollout, Endure

Houndour — Dark / Fire

Lv	40	45	50
HP	99	114	129
Exp.	318	351	383

MOVE: Beat Up

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Dungeon Pokémon Data

Doduo — Normal / Flying

Lv	40	45	50
HP	97	105	110
Exp.	117	129	141

MOVES: Fury Attack, Endeavor

Carnivine — Grass

Lv	40	45	50
HP	100	107	112
Exp.	396	437	477

MOVES: Crunch, Bite

Mareep — Electric

Lv	40	45	50
HP	106	115	120
Exp.	372	410	448

MOVE: Discharge

Magby — Fire

Lv	40	45	50
HP	99	102	105
Exp.	372	410	448

MOVE: Flamethrower

Misdreavus — Ghost

Lv	40	45	50
HP	94	104	114
Exp.	490	540	590

MOVES: Perish Song, Spite

Machop — Fighting

Lv	40	45	50
HP	101	106	111
Exp.	98	108	118

MOVE: DynamicPunch

Poochyena — Dark

Lv	40	45	50
HP	97	107	112
Exp.	186	205	224

MOVES: Sucker Punch, Bite

Staravia — Normal / Flying

Lv	40	45	50
HP	88	97	100
Exp.	377	415	454

MOVE: Endeavor

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Pokémon Dungeon Breakdown

	B37F ♂	B38F ♀	B39F ♂	B40F ♀	B41F ♂	B42F ♀	B43F ♂	B44F ♀	B45F ♂	B46F ♀	B47F ♂	B48F ♀
Light	2	2	2	2	2	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Building	Building	Building	Rock	Building	Building	Building	Building	Building	Building	Building	Building
Meditite	Lv45 ▶							Lv50 ▶				
Spinarak	Lv45 ▶							Lv50 ▶				
Swinub	Lv45 ▶							Lv50 ▶				
Omanyte	Lv45 ▶							Lv50 ▶				
Kabuto	Lv45 ▶							Lv50 ▶				
Shroomish	Lv45 ▶							Lv50 ▶				
Mawile	Lv45 ▶							Lv50 ▶				
Magnemite	Lv45 ▶							Lv50 ▶				
Phanpy	Lv45 ▶							Lv50 ▶				
Skorupi	Lv45 ▶							Lv50 ▶				
Bagon	Lv45 ▶							Lv50 ▶				
Houndour	Lv45 ▶							Lv50 ▶				
Doduo	Lv45 ▶							Lv50 ▶				
Magby	Lv45 ▶							Lv50 ▶				
Poochyena	Lv45 ▶							Lv50 ▶				
Carnivine	Lv45 ▶							Lv50 ▶				
Misdreavus	Lv45 ▶							Lv50 ▶				
Staravia	Lv45 ▶							Lv50 ▶				
Mareep	Lv45 ▶							Lv50 ▶				
Machop	Lv45 ▶							Lv50 ▶				

B40F

This floor is hot, hot, hot

B40F is the only floor in this dungeon that has pools of lava. Any Pokémon that's not a Fire-type will be Burned if it walks across lava terrain.



Staravia's Whirlwind could blow a team member right into the lava.

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Obtainable Items

Name	Floor	Shop
Food		
Apple	All Floors	—
Gummis		
Black Gummi	All Floors	—
Blue Gummi	All Floors	—
Brown Gummi	All Floors	—
Clear Gummi	All Floors	—
Gold Gummi	All Floors	—
Grass Gummi	All Floors	—
Gray Gummi	All Floors	—
Green Gummi	All Floors	—
Orange Gummi	All Floors	—
Pink Gummi	All Floors	—
Purple Gummi	All Floors	—
Red Gummi	All Floors	—
Royal Gummi	All Floors	—
Silver Gummi	All Floors	—
Sky Gummi	All Floors	—
White Gummi	All Floors	—
Yellow Gummi	All Floors	—
Seeds • Berries		
Blast Seed	All Floors	—
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Grass Gummi	All Floors	—
Heal Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Pure Seed	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Stun Seed	All Floors	—
Totter Seed	All Floors	—
Violent Seed	All Floors	—
Warp Seed	All Floors	—
X-Eye Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
TMs		
Aerial Ace	All Floors	—
Attract	All Floors	—
Avalanche	All Floors	—
Blizzard	All Floors	—
Brick Break	All Floors	—
Brine	All Floors	—
Bulk Up	All Floors	—
Bullet Seed	All Floors	—
Calm Mind	All Floors	—
Captivate	All Floors	—
Charge Beam	All Floors	—
Dark Pulse	All Floors	—
Dig	All Floors	—
Dive	All Floors	—
Dragon Claw	All Floors	—
Dragon Pulse	All Floors	—
Drain Punch	All Floors	—
Dream Eater	All Floors	—
Earthquake	All Floors	—
Embargo	All Floors	—
Endure	All Floors	—
Energy Ball	All Floors	—
Explosion	All Floors	—
Facade	All Floors	—
False Swipe	All Floors	—
Fire Blast	All Floors	—
Flamethrower	All Floors	—
Flash	All Floors	—
Flash Cannon	All Floors	—
Fling	All Floors	—
Focus Blast	All Floors	—
Focus Punch	All Floors	—
Frustration	All Floors	—
Giga Drain	All Floors	—
Giga Impact	All Floors	—
Grass Knot	All Floors	—
Gyro Ball	All Floors	—
Hidden Power	All Floors	—
Hyper Beam	All Floors	—
Ice Beam	All Floors	—
Iron Tail	All Floors	—
Light Screen	All Floors	—
Natural Gift	All Floors	—
Overheat	All Floors	—
Payback	All Floors	—
Pluck	All Floors	—
Poison Jab	All Floors	—
Protect	All Floors	—
Psych Up	All Floors	—
Psychic	All Floors	—
Recycle	All Floors	—
Reflect	All Floors	—
Rest	All Floors	—
Return	All Floors	—
Roar	All Floors	—
Rock Polish	All Floors	—
Rock Slide	All Floors	—
Roost	All Floors	—
Safeguard	All Floors	—
Secret Power	All Floors	—
Shadow Ball	All Floors	—
Shadow Claw	All Floors	—
Shock Wave	All Floors	—
Silver Wind	All Floors	—
Skill Swap	All Floors	—
Sleep Talk	All Floors	—
Sludge Bomb	All Floors	—
SolarBeam	All Floors	—
Stealth Rock	All Floors	—
Steel Wing	All Floors	—
Stone Edge	All Floors	—
Substitute	All Floors	—
Swagger	All Floors	—
Swords Dance	All Floors	—
Taunt	All Floors	—
Thief	All Floors	—
Thunder	All Floors	—
Thunder Wave	All Floors	—
Thunderbolt	All Floors	—
Torment	All Floors	—
Toxic	All Floors	—
Trick Room	All Floors	—
U-turn	All Floors	—
Vacuum-Cut	All Floors	—
Water Pulse	All Floors	—
Wide Slash	All Floors	—
Will-O-Wisp	All Floors	—
X-Scissor	All Floors	—
HMs		
Defog	All Floors	—
Fly	All Floors	—
Rock Climb	All Floors	—
Rock Smash	All Floors	—
Strength	All Floors	—
Surf	All Floors	—
Waterfall	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Blowback Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Lob Orb	All Floors	—
Mug Orb	All Floors	—
One-Shot Orb	All Floors	—
Petrify Orb	All Floors	—
Rebound Orb	All Floors	—
See-Trap Orb	All Floors	—
Slow Orb	All Floors	—
Slumber Orb	All Floors	—
Spurn Orb	All Floors	—
Stayaway Orb	All Floors	—
Switcher Orb	All Floors	—
Totter Orb	All Floors	—
Transfer Orb	All Floors	—
Warp Orb	All Floors	—
Trick Boxes		
Link Box	All Floors	—
Poké		
Poké	All Floors	—

Traps Set

None

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Pokémon Mystery Dungeon: Explorers of Sky — Seeds of Wisdom: Part 3

Pokémon Who Can Use the Fast Friend IQ Skill

If your team leader has the Fast Friend IQ Skill, you have a higher chance of recruiting defeated foes (p.30). The 71 Pokémon listed below are the only ones capable of learning this IQ Skill. So if you want to use Fast Friend, you'll have to choose one of these Pokémon as team leader and raise its IQ.

Pokémon Who Can Learn the Fast Friend IQ Skill

- Altaria
- Barboach
- Bayleef
- Bellossom
- Blissey
- Budew
- Celebi
- Chansey
- Chatot
- Cherrim
- Cherubi
- Chikorita
- Chimecho
- Chingling
- Clefable
- Clefairy
- Cleffa
- Corphish
- Crawdaunt
- Cresselia
- Delibird
- Dewgong
- Exeggcute
- Exeggutor
- Exploud
- Feebas
- Gloom
- Granbull
- Happiny
- Hoppip
- Igglybuff
- Jigglypuff
- Jirachi
- Jumpluff
- Kangaskhan
- Kingler
- Krabby
- Lapras
- Loudred
- Manaphy
- Mantine
- Mantyke
- Meganium
- Mew
- Milotic
- Miltank
- Minun
- Oddish
- Pachirisu
- Phione
- Plusle
- Roselia
- Roserade
- Seel
- Skiploom
- Slowbro
- Slowking
- Slowpoke
- Snubbull
- Sunflora
- Sunkern
- Swablu
- Teddiursa
- Togepi
- Togekiss
- Togetic
- Ursaring
- Vileplume
- Whiscash
- Whismur
- Wigglytuff

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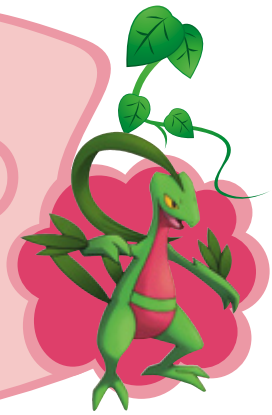
Special Episode Walkthrough



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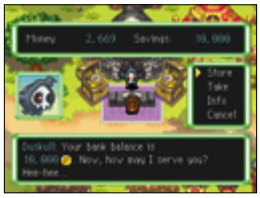
About the Special Episodes



Special Episodes are five adventures separate from the main adventure—play them to discover untold tales of your exploration team.

Keep playing the main story to unlock them

To get to the Special Episodes, you must continue to play the main adventure—certain milestones in the story will unlock one of the five Special Episodes. Choose Episode List on the top menu to play a Special Episode from the beginning, and choose Continue to start from where you left off. All of the completed Special Episodes are replayable as many times as you want.



The hero, your traveling companions, and the available facilities are different for each Special Episode.

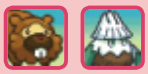
Special Episode Features

- Hero Pokémon is set for each Episode
- Poké you saved at Duskull Bank and items at Kangaskhan Storage are the same as those in the main story mode
- As you clear a Special Episode, Poké and items you obtain will automatically be forwarded to Kangaskhan Storage
- Client recruitability criteria are fulfilled by fighting foe Pokémon in the Special Episode (P.31)
- Special Episode data is separate from main story data. It will not save over your main story, but you can only play one Special Episode at a time

Features of each Special Episode

Special Episode 1 P.395

Bidoof's Wish



When the episode becomes available

After you rescue Azurill in Chapter 3

Hero and friends

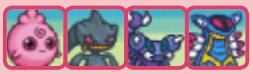
Name		Starting Level	Gender
Hero	Bidoof	10	♂
Companion	Snover	22	♂

Treasure Bag Capacity: 24

Available facilities	Save location
• Duskull Bank • Kangaskhan Storage • Kecleon Mart-Wares (*1)	• Watering Hole • Crew Room 2 bed • Kangaskhan Rock

Special Episode 2 P.397

Igglybuff the Prodigy



When the episode becomes available

After you return from the expedition in Chapter 9

Hero and friends

Name		Starting Level	Gender
Hero	Igglybuff	17	♂
Companion	Banette	15	♂
Companion	Skorupi	15	♂
Partner	Armaldo	28	♂

Treasure Bag Capacity: 48

Available facilities	Save location
• Kangaskhan Storage (Available only at Kangaskhan Rock)	• A bed in Igglybuff's house • Kangaskhan Rock

Special Episode 3 P.402

Today's "Oh My Gosh"



When the episode becomes available

After coming up with the plan to capture Grovyle in Chapter 13

Hero and friends

Name		Starting Level	Gender
Hero	Sunflora	29	♀
Companion	Loudred	27	♂

Treasure Bag Capacity: 48

Available facilities	Save location
• Duskull Bank • Kangaskhan Storage • Kecleon Mart-Wares (*1)	• Watering Hole • Crew Room 1 bed • Kangaskhan Rock

Special Episode 4 P.405

Here Comes Team Charm!



When the episode becomes available

After Chapter 16 begins and you return to Treasure Town

Hero and friends

Name		Starting Level	Gender
Hero	Lopunny	32	♀
Partner	Gardevoir	33	♀
Partner	Medicham	31	♀

Treasure Bag Capacity: 48

Available facilities	Save location
• Kangaskhan Storage (Available only at Kangaskhan Rock)	• Kangaskhan Rock

Special Episode 5 P.414

In the Future of Darkness



When the episode becomes available

After you graduate from the Wigglytuff Guild (post-ending)

Hero and friends

Name		Starting Level	Gender
Hero	Grovyle	46	♂
Partner	Dusknoir	45	♂
Partner	Celebi	45	Unknown

Treasure Bag Capacity: 48

Available facilities	Save location
• Kangaskhan Storage (Available only at Kangaskhan Rock)	• Kangaskhan Rock

*1— Product selection is the same until expedition team member announcement in Chapter 6 of the main story

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Special Episode 1

Bidoof's Wish



Bidoof's greatest wish is to become a great explorer—but he's horribly clumsy, and nothing seems to work out for him lately. Just as he is losing hope, Bidoof obtains a map of Star Cave—the home of Jirachi, a Pokémon that grants wishes! If Bidoof meets Jirachi, will his deepest wish will come true?

Episode Start

Town

- Chatot asks you to check on the Oran Berry stock
- Overhear a story at Kecleon Market
- Participate in the guild's morning meeting
- Snover becomes a traveling companion

Dungeon — P.395

S1-1 Star Cave — B1—B7F

Checkpoint — Save / Storage

- Arrive at Star Cave checkpoint

Dungeon — P.396

S1-1 Deep Star Cave — B1—B5F

Boss Snover, Bagon, Gligar (*1)

Dungeon — P.397

S1-1 Star Cave Depths — B1—B5F

Boss Jirachi

Ending

*1—Snover leaves team right before battle



Dungeon S1-1

Star Cave

Total 17 F

Replayable: N

Initial Goal Defeat Jirachi in the Pit (Star Cave Depths B5F) and have your wish granted

Recommended Level Lv11+

Special Rooms and Terrain		
Room	Monster House (*2)	Shop (All Floors)
Terrain	Water	Wonder Tiles

*2—Star Cave Depths B2F–B4F

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Obtainable Items

Star Cave

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	(*3)	(*4)
Heal Ribbon	—	(*4)
Insomniscope	(*3)	—
Patsy Band	—	(*4)
Pecha Scarf	(*3)	—
Persim Band	(*3)	(*4)
Power Band	(*3)	(*4)
Scope Lens	—	(*4)
Special Band	(*3)	(*4)
Stamina Band	(*3)	—
Twist Band	—	(*4)
Zinc Band	(*3)	(*4)

Throwing Items

Name	Floor	Shop
Gravelerock	(*3)	—
Iron Thorn	(*3)	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	(*4)

Seeds • Berries

Name	Floor	Shop
Blinker Seed	—	(*4)
Cheri Berry	All Floors	(*4)
Chesto Berry	All Floors	(*4)
Eyedrop Seed	—	(*4)
Heal Seed	—	(*4)
Hunger Seed	—	(*4)
Life Seed	—	(*4)
Oran Berry	All Floors	—
Pecha Berry	All Floors	(*4)
Rawst Berry	—	(*4)
Reviver Seed	All Floors	(*4)
Sitrus Berry	—	(*4)
Sleep Seed	—	(*4)
Stun Seed	—	(*4)
Totter Seed	All Floors	(*4)
Vile Seed	—	(*4)
Violent Seed	—	(*4)
Warp Seed	—	(*4)

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*4)

TMs

Name	Floor	Shop
Attract	—	(*4)
Brine	—	(*4)
Bullet Seed	—	(*4)
Calm Mind	—	(*4)
Dig	—	(*4)
Embargo	—	(*4)
False Swipe	—	(*4)
Flash	—	(*4)
Giga Drain	—	(*4)
Giga Impact	—	(*4)
Hidden Power	—	(*4)
Hyper Beam	—	(*4)
Iron Tail	—	(*4)
Light Screen	—	(*4)
Payback	—	(*4)
Poison Jab	—	(*4)
Recycle	—	(*4)
Reflect	—	(*4)
Rest	—	(*4)
Roar	—	(*4)
Rock Slide	—	(*4)
Roost	—	(*4)
Safeguard	—	(*4)
Shadow Claw	—	(*4)
Shock Wave	—	(*4)
SolarBeam	—	(*4)
Stealth Rock	—	(*4)
Steel Wing	—	(*4)
Swords Dance	—	(*4)
Thunderbolt	—	(*4)
Vacuum-Cut	—	(*4)
Wide Slash	—	(*4)

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Drought Orb	—	(*5)
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	(*4)
Luminous Orb	All Floors	All Floors

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Obtainable Items

Sticky None

Name	Floor	Shop
One-Shot Orb	—	(*4)
Petrify Orb	All Floors	All Floors
Pounce Orb	—	(*4)
Quick Orb	All Floors	(*5)
Radar Orb	All Floors	(*4)
Rainy Orb	All Floors	(*5)
Scanner Orb	All Floors	(*4)
Shocker Orb	—	(*4)
Silence Orb	—	(*4)

Name	Floor	Shop
Slow Orb	—	(*4)
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	(*4)
Stayaway Orb	—	All Floors
Sunny Orb	All Floors	(*5)
Totter Orb	—	(*4)
Transfer Orb	—	(*5)
Warp Orb	All Floors	(*4)

Name	Floor	Shop
Poké		
Poké	All Floors	—

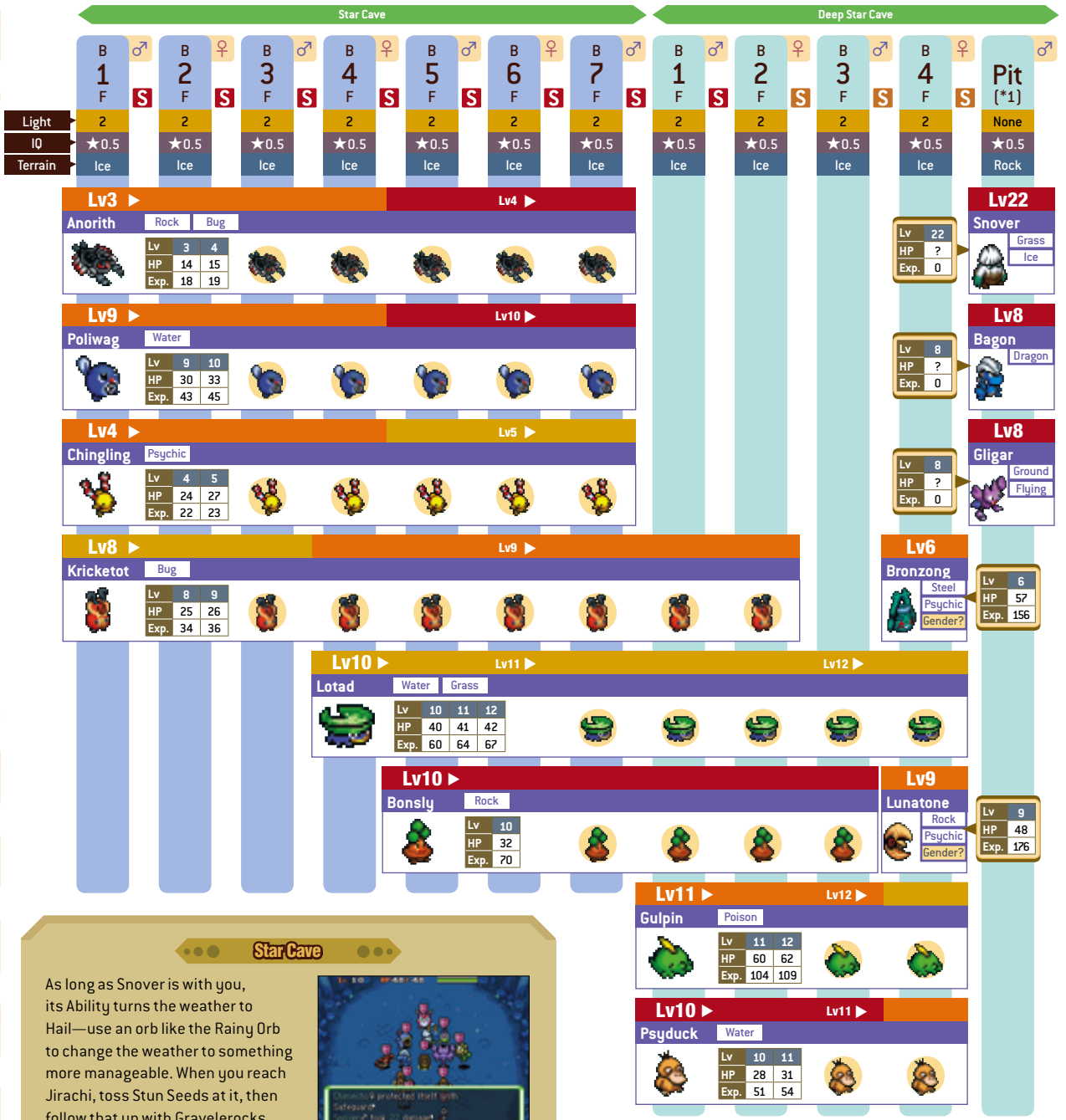
*3—Star Cave B4–B7F, Deep Star Cave all floors, Star Cave Depths all floors
*4—Deep Star Cave B2–B4F, Star Cave Depths all floors
*5—Star Cave all floors, Deep Star Cave B1F

Traps Set

Name	Floor
None	

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B5F), Lv43 (B6—B7F, Deep B1—B2F), Lv44 (Deep B3—B4F, Depths B1—B2F), Lv45 (Depths B3—B4F)



*1—Snover's group will no longer appear after you defeat them in the second battle.

Star Cave

As long as Snover is with you, its Ability turns the weather to Hail—use an orb like the Rainy Orb to change the weather to something more manageable. When you reach Jirachi, toss Stun Seeds at it, then follow that up with Gravelerocks. And don't worry about that first battle with Snover—it's okay if you don't win.

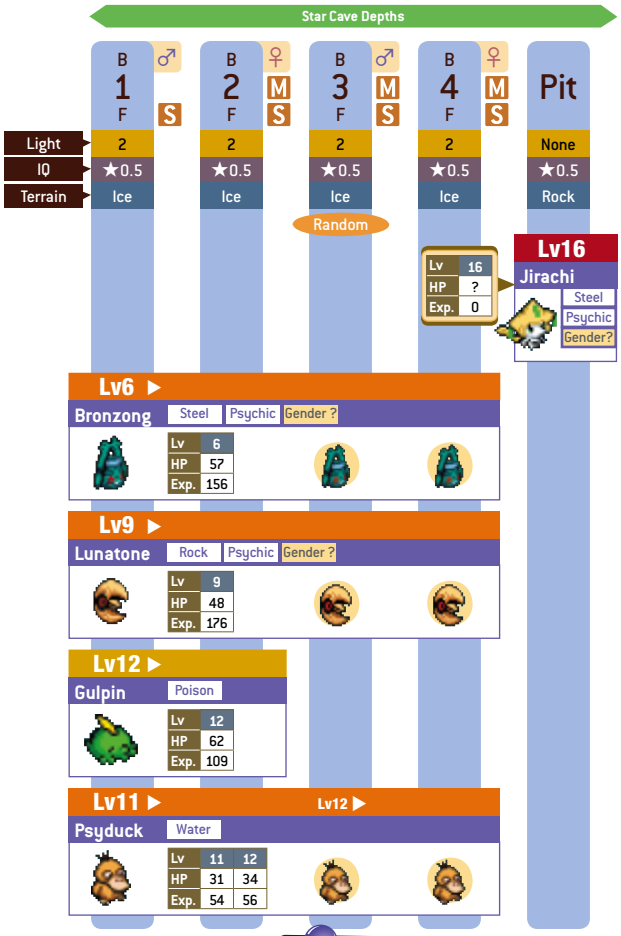
Regardless of if you win or lose the first time, you still have to battle Snover again—only now with the guild's help.

Companion Pokémon: Snover — Gender ♂ — • Level: 22 • Attack: 30 • Sp. Attack: 30 • HP: 74 • Defense: 21 • Sp. Defense: 23

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Pokémon Dungeon Breakdown

Star Cave









Special Episode 2

Igglybuff the Prodigy



A long time ago there was an Igglybuff (who would later become a famous Guildmaster) living in a house on a peaceful prairie. He headed out to Murky Forest, where a monster was said to hide—but instead met Armaldo, a former explorer. The two teamed up for a series of successful adventures, until one day...

Episode Start

Igglybuff's House
- Go out to play
- Talk to Wooper, Budew and Smoochum
- Go out to play
- Banette and Skorupi become traveling companions

Dungeon — P.398
S2-1 Murky Forest — 1—7F

Igglybuff's House
- Banette and Skorupi leave the team
- Go to Armaldo's Shelter
- Armaldo becomes Igglybuff's partner

Dungeon — P.399
S2-2 Eastern Cave — B1—B10F

Igglybuff's House
- Go to Armaldo's Shelter

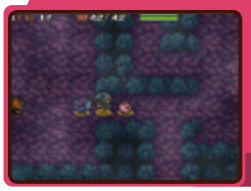
Dungeon — P.400
S2-3 Fortune Ravine — B1—B8F

Checkpoint — Save | Storage
- Arrive at Fortune Ravine checkpoint

Dungeon — P.402
S2-3 Fortune Ravine Depths — B1—B7F
Boss Probopass, Claydol, Camerupt, Exploud, Vespiquen, Yanmega

Ending

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Dungeon S2-1

Murky Forest

Total 7 F

Replayable: Y (*1)

*1—Not replayable after you've visited Armaldo's Shelter to gain access to Fortune Ravine

Initial Goal	Clear 7F
Recommended Level	Lv17+

Special Rooms and Terrain		
Room	Monster House (6—7F)	Shop (All floors)
Terrain	Water	Wonder Tiles / Traps

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1—5F) / Lv43 (6—7F)

	1F ♂ S	2F ♀ S	3F ♂ S	4F ♀ S	5F ♂ S	6F ♀ M S	7F ♂ M S
Light	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Field	Field	Field	Field	Field	Field	Field

Lv10 ▶ Exeggcute — Grass / Psychic

Lv	10
HP	18
Exp.	58

Lv10 ▶ Hoothoot — Steel / Flying

Lv	10
HP	32
Exp.	112

Lv11 ▶ / Lv12 ▶ Hoppip — Grass / Flying

Lv	11	12
HP	30	31
Exp.	76	79

Lv7 ▶ Doduo — Normal / Flying

Lv	7
HP	30
Exp.	38

Lv7 ▶ / Lv8 ▶ Spinarak — Bug / Poison

Lv	7	8
HP	30	32
Exp.	41	44

Lv15 ▶ / Lv16 ▶ Wurmple — Bug

Lv	15	16
HP	22	23
Exp.	33	35

Lv11 ▶ / Lv12 ▶ Weedle — Bug / Poison

Lv	11	12
HP	35	36
Exp.	58	60

Lv11 ▶ / Lv12 ▶ Burmy (Sandy Cloak) — Bug

Lv	11	12
HP	35	36
Exp.	92	96

Companion Pokémon: **Banette** — Gender ♂ — • Level: 15 • HP: 57 • Attack: 20 • Defense: 16 • Sp. Attack: 20 • Sp. Defense: 16

Companion Pokémon: **Skorupi** — Gender ♂ — • Level: 15 • HP: 72 • Attack: 27 • Defense: 17 • Sp. Attack: 24 • Sp. Defense: 17

Murky Forest

For his first trip through this dungeon, Igglybuff can count on Banette and Skorupi as backup—both know some powerful moves. Collect as many items as you can on 1—5F, because 6—7F are crawling with Monster Houses.



Wurmple appears on 3—7F. Knock it out quickly before it uses Bug Bite to eat your Seed or Berry.

Obtainable Items — Murky Forest

Sticky: None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors
Throwing Items		
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Food		
Apple	All Floors	—
Big Apple	—	All Floors
Seeds • Berries		
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

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Obtainable Items

Sticky: None

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Warp Trap	All Floors



Dungeon S2-2

Eastern Cave

Total 10 F

Replayable: N

Initial Goal: Clear B10F and obtain the treasure

Recommended Level: Lv19+

Special Rooms and Terrain

Room	Monster House (B6—B10F)	Shop (All floors)	
Terrain	Water	Wonder Tiles	Traps

Special Rules

- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B5F) Lv44 (B10F) Lv43 (B6—B9F)

	B1F ♂ S	B2F ♀ S	B3F ♂ S	B4F ♀ S	B5F ♂ S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S	B9F ♂ M S	B10F ♀ M S
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Diglett — Ground

Lv	12	13	14
HP	33	36	39
Exp.	54	57	59

Lv12 ▶ Lv13 ▶ Lv14

Nincada — Bug / Ground

Lv	23	24	25
HP	31	31	31
Exp.	224	231	238

Lv23 ▶ Lv24 ▶ Lv25

Whiscash — Water / Ground

Lv	11	12	13
HP	30	31	32
Exp.	76	79	83

Lv11 ▶ Lv12 ▶ Lv13

Tangela — Grass

Lv	10	11	12
HP	24	25	26
Exp.	53	56	58

Lv10 ▶ Lv11 ▶ Lv12

Magikarp — Water

Lv	7	8
HP	31	31
Exp.	38	40

Lv7 ▶ Lv8

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Obtainable Items

Eastern Cave

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Slow Trap	All Floors
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Eastern Cave

There's a Kangaskhan Rock in Armaldo's Shelter, so stock up on items you might need while there. Now that Armaldo's your partner, switch its move registration—you don't want it using a move that does no damage to opponents. This way, you can both be effective in battle.



The most powerful foe Pokémon here might be Diglett, because of its Magnitude. Knock it out first.



Dungeon S2-3

Total 15 F

Replayable N

Fortune Ravine

Initial Goal Clear Fortune Ravine Pit (Fortune Ravine Depths B7F) and obtain the treasure

Recommended Level Lv20+

Special Rooms and Terrain			
Room	Monster House (*1)	Shop (All floors)	
Terrain	Water	Wonder Tiles	Traps

*1— Fortune Ravine B6–B8F, Fortune Ravine Depths all floors

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Obtainable Items

Fortune Ravine

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors

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Obtainable Items

Sticky None

Name	Floor	Shop
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

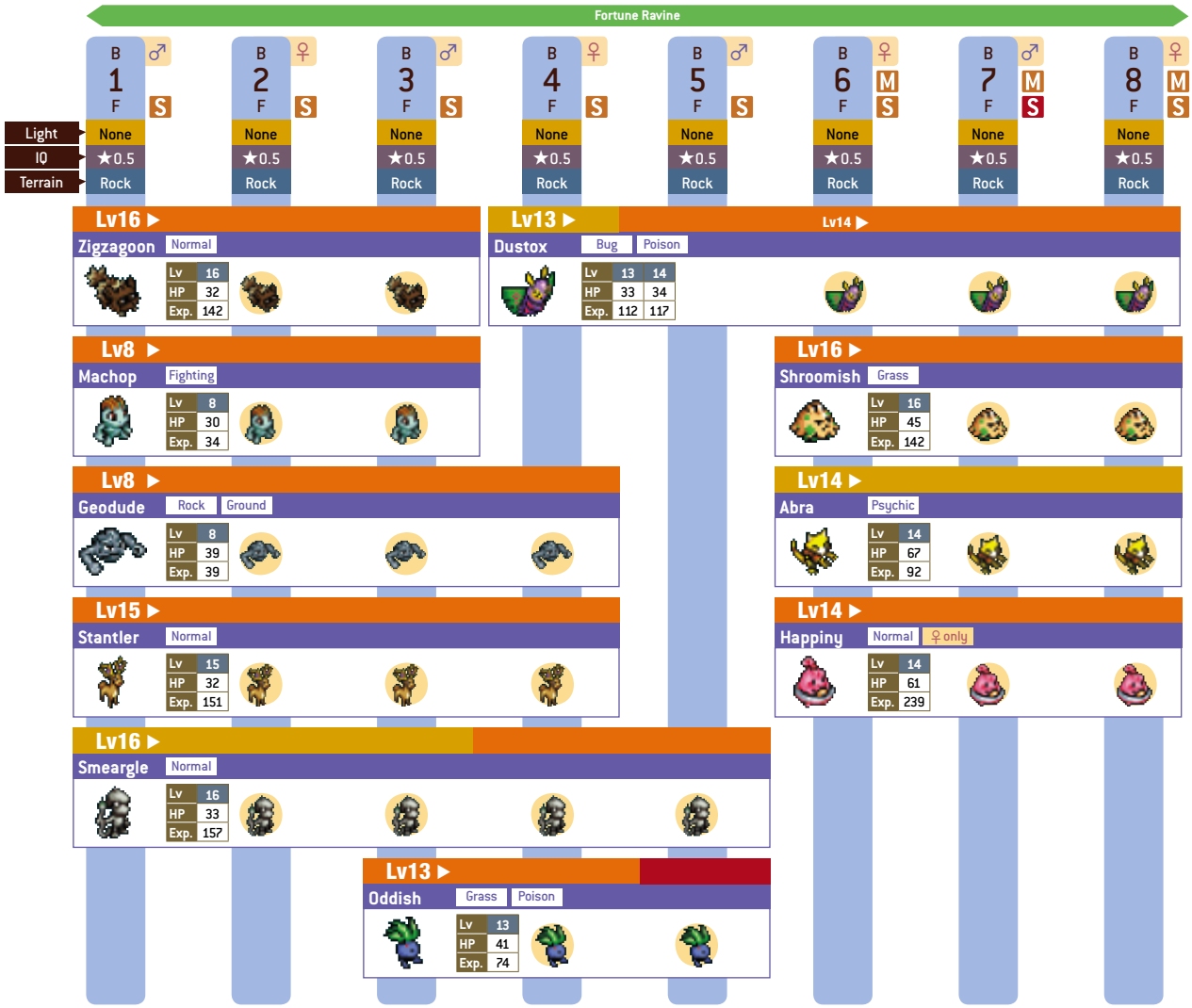
Name	Floor
Slow Trap	All Floors
Slumber Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Fortune Ravine

You'll discover that knocking out a Happiny nets you tons of Exp., so you might want to linger on B6–B8F to level up a bit. When you face off against Camerupt, hold it still by throwing a Blinker Seed at it, then hit Vespiquen and Yanmega with Pound.

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B5F) Lv43 (B6—B8F)



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Fortune Ravine Depths

	B1F	B2F	B3F	B4F	B5F	B6F	Pit
Light	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock
							Random

Lv16 ▶ Lv17 — Bellossom [Grass]

	Lv16	Lv17
HP	47	49
Exp.	157	163

Lv14 ▶ Lv15 — Pineco [Bug]

	Lv14	Lv15
HP	46	48
Exp.	110	115

Lv14 ▶ Lv15 — Nuzleaf [Grass] [Dark]

	Lv14	Lv15
HP	48	50
Exp.	110	115

Lv14 ▶ Lv15 — Exeggutor [Grass] [Psychic]

	Lv14	Lv15
HP	41	43
Exp.	82	86

Lv11 ▶ Lv12 — Starly [Normal] [Flying]

	Lv11	Lv12
HP	33	34
Exp.	54	56

Lv10 — Probopass [Rock] [Steel]

Lv	10
HP	?
Exp.	0

Lv15 — Claydol [Ground] [Psychic] [Gender?]

Lv	15
HP	?
Exp.	0

Lv30 — Camerupt [Fire] [Ground]

Lv	30
HP	?
Exp.	0

Lv9 — Exploud [Normal]

Lv	9
HP	?
Exp.	0

Lv17 — Vespiquen [Bug] [Flying] [♀ only]

Lv	17
HP	?
Exp.	0

Lv12 — Yanmega [Bug] [Flying]

Lv	12
HP	?
Exp.	0

Special Episode 3

Today's "Oh My Gosh"



Sunflora is an upstanding member of the guild—which is why Officer Magnezone has requested her assistance in arresting Haunter, an outlaw Pokémon hiding out in Spring Cave. Haunter is S-Rank, and thought to be invulnerable because it rises back up every time you defeat it. Can Sunflora arrest this formidable Pokémon?

Episode Start

Town
- Magnezone asks Sunflora to arrest Haunter

Dungeon — P.403
S3-1 Spring Cave — B1—B5F
Boss Haunter

Dungeon — P.403
S3-1 Upper Spring Cave — B1—B5F
Boss Haunter

Dungeon — P.404
S3-1 Lower Spring Cave — B1—B4F

Checkpoint — Save / Storage
- Arrive at checkpoint at Spring Cave

Dungeon — P.404
S3-1 Spring Cave Depths — B1—B5F
Boss Haunter x 3 (*1) Item Sun Scarf

Ending

*1—Loudred joins Sunflora for this battle only

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Dungeon S3-1

Spring Cave

Total 19 F

Replayable N

Initial Goal Defeat Haunter three times and arrest it in the Spring Cave Pit (Spring Cave Depths B5F)

Recommended Level Lv29+

Special Rooms and Terrain			
Room	Monster House (*1)	Shop (*2)	
Terrain	Water	Wonder Tiles	Traps

*1—All floors of Upper Spring Cave, Lower Spring Cave, and Spring Cave Depths
*2—All floors of Spring Cave and Upper Spring Cave

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B4F), Lv43 (Upper B1—B4F)

Spring Cave

	B 1 F	B 2 F	B 3 F	B 4 F	Upper (*3)
Light	1	1	1	1	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock
	S	S	S	S	S

Lv14 ▶ Meditite — Fighting / Psychic — Lv 14, HP 59, Exp. 112

Lv25 Haunter — Ghost / Poison — Lv 25, HP ?, Exp. 0

Lv20 ▶ Cubone — Ground — Lv 20, HP 64, Exp. 162

Lv16 ▶ Snubbull — Normal — Lv 16, HP 50, Exp. 195

Lv23 ▶ Baltoy — Ground / Psychic / Gender ? — Lv 23, HP 67, Exp. 240

Lv22 ▶ Trapinch — Ground — Lv 22, HP 67, Exp. 238

Upper Spring Cave

	B 1 F	B 2 F	B 3 F	B 4 F	Middle (*3)
	M S	M S	M S	M S	
	1	1	1	1	None
	★0.5	★0.5	★0.5	★0.5	★0.5
	Rock	Rock	Rock	Rock	Rock

Lv23 ▶ Larvitar — Rock / Ground — Lv 23, HP 62, Exp. 163

Lv27 Haunter — Ghost / Poison — Lv 27, HP ?, Exp. 0

Lv20 ▶ Cacnea — Grass — Lv 20, HP 59, Exp. 217

Lv27 ▶ Wormadam (Sandy Cloak) — Bug / Ground / ♀ only — Lv 27, HP 56, Exp. 360

Lv23 ▶ Trapinch — Ground — Lv 23, HP 68, Exp. 246

Lv23 ▶ Aron — Steel / Rock — Lv 23, HP 76, Exp. 156

Lv29 Onix — Rock / Ground — Lv 29, HP 85, Exp. 410

*3—Not replayable after defeating Haunter

Companion Pokémon: Loudred — Gender ♂ — • Level: 27 • HP: 84 • Attack: 56 • Defense: 45 • Sp. Attack: 44 • Sp. Defense: 39

Spring Cave

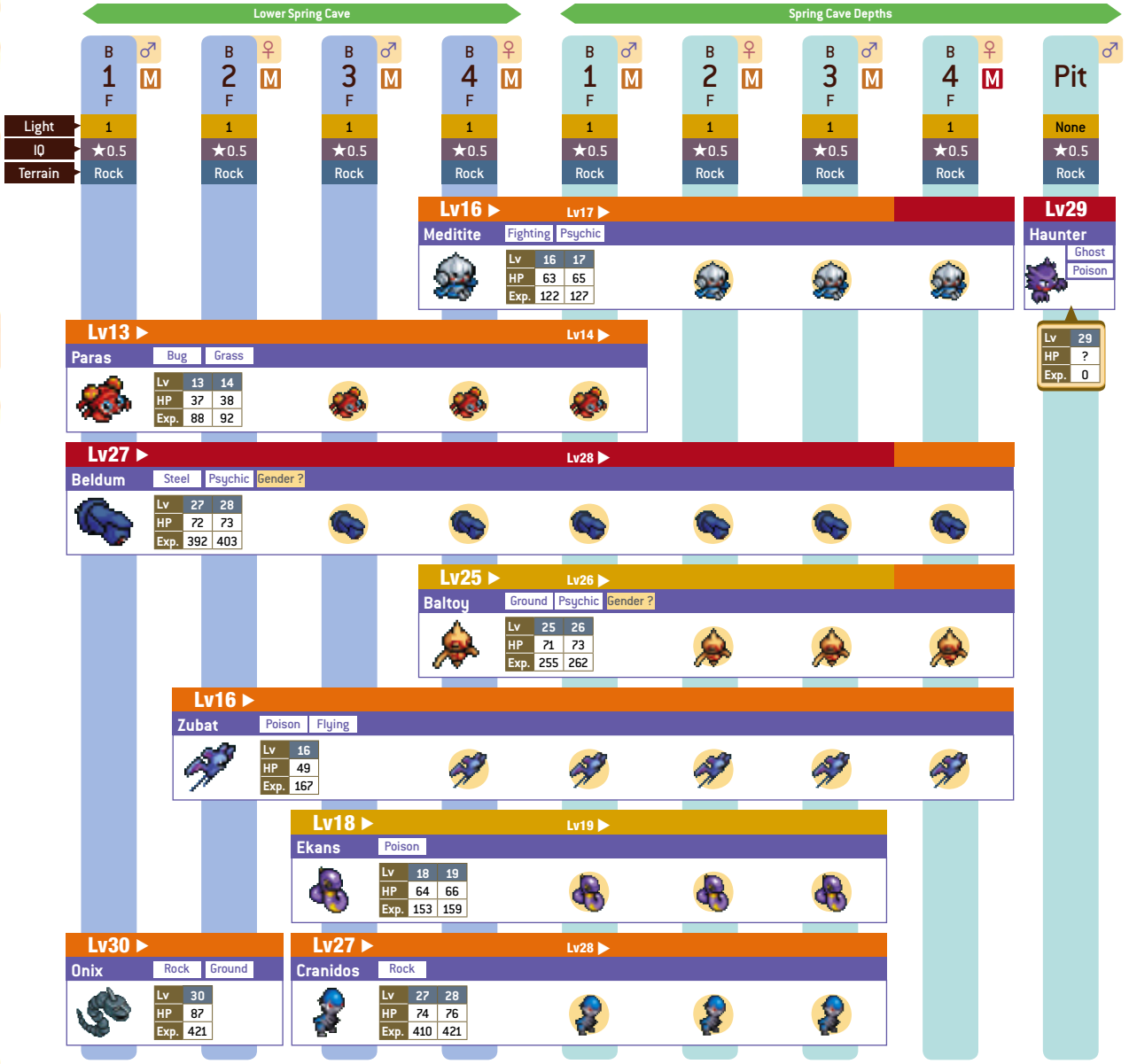
With a boss floor or checkpoint every few floors, feel free to use your moves as much as you want—they will be completely restored at each point. You'll face off against Haunter three times—watch out for Confuse Ray or Hypnosis and immobilize your foe with GrassWhistle.



You're likely to encounter a Monster House on Spring Cave Depths B4F. Keep a Wonder Orb on hand just in case.

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Pokémon Dungeon Breakdown



Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	(*1)
Heal Ribbon	—	(*1)
Insomniscope	All Floors	—
Patsy Band	—	(*1)
Pecha Scarf	All Floors	—
Persim Band	All Floors	(*1)
Power Band	All Floors	(*1)
Scope Lens	—	(*1)
Special Band	All Floors	(*1)
Stamina Band	All Floors	—
Twist Band	—	(*1)
Zinc Band	All Floors	(*1)

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	(*1)

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	(*1)
Cheri Berry	All Floors	(*1)
Chesto Berry	All Floors	(*1)
Eyedrop Seed	All Floors	(*1)
Heal Seed	—	(*1)
Hunger Seed	—	(*1)
Life Seed	—	(*1)
Oran Berry	All Floors	—
Pecha Berry	All Floors	(*1)
Rawst Berry	All Floors	(*1)
Reviver Seed	All Floors	(*1)
Sitrus Berry	—	(*1)
Sleep Seed	—	(*1)
Stun Seed	—	(*1)
Totter Seed	All Floors	(*1)
Vile Seed	—	(*1)
Violent Seed	—	(*1)
Warp Seed	—	(*1)

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	(*1)

TMs

Name	Floor	Shop
Attract	—	(*1)
Brine	—	(*1)
Bullet Seed	—	(*1)
Calm Mind	—	(*1)
Dig	—	(*1)
Embargo	—	(*1)
False Swipe	—	(*1)
Flash	—	(*1)
Giga Drain	—	(*1)
Giga Impact	—	(*1)
Hidden Power	—	(*1)
Hyper Beam	—	(*1)
Iron Tail	—	(*1)
Light Screen	—	(*1)
Payback	—	(*1)
Poison Jab	—	(*1)

Name	Floor	Shop
Recycle	—	(*1)
Reflect	—	(*1)
Rest	—	(*1)
Roar	—	(*1)
Rock Slide	—	(*1)
Roost	—	(*1)
Safeguard	—	(*1)
Shadow Claw	—	(*1)
Shock Wave	—	(*1)
SolarBeam	—	(*1)
Stealth Rock	—	(*1)
Steel Wing	—	(*1)
Swords Dance	—	(*1)
Thunderbolt	—	(*1)
Vacuum-Cut	—	(*1)
Wide Slash	—	(*1)

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Obtainable Items

Spring Cave (continued)

Sticky None

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	(*3)
All-Mach Orb	All Floors	(*3)
Decoy Orb	All Floors	(*3)
Drought Orb	—	(*2)
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	(*3)
Foe-Hold Orb	All Floors	(*3)
Foe-Seal Orb	All Floors	(*3)
Hurl Orb	—	(*1)
Luminous Orb	All Floors	(*3)
One-Shot Orb	—	(*1)
Petrify Orb	All Floors	(*3)
Pounce Orb	—	(*1)
Quick Orb	All Floors	(*2)
Radar Orb	All Floors	(*1)
Rainy Orb	—	(*2)
Scanner Orb	All Floors	(*1)
See-Trap Orb	All Floors	(*1)
Shocker Orb	—	(*1)
Silence Orb	—	(*1)
Slow Orb	—	(*1)
Slumber Orb	—	(*3)
Spurn Orb	All Floors	(*3)
Stairs Orb	—	(*1)
Stayaway Orb	—	(*3)
Sunny Orb	All Floors	(*2)
Totter Orb	—	(*1)
Transfer Orb	—	(*2)
Trapbust Orb	All Floors	(*1)
Warp Orb	All Floors	(*1)

Poké

Name	Floor	Shop
Poké	All Floors	—

*1—Spring Cave B4F, Upper Spring Cave B2—B4F
*2—Spring Cave B1—B3F, Upper Spring Cave B1F
*3—Spring Cave all floors, Upper Spring Cave all floors

Traps Set

Name	Floor
Gust Trap	All Floors
Poison Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Summon Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Special Episode 4

Here Comes Team Charm!



Everyone knows about Team Charm—they locate treasure with elegance and style every time. But once upon a time they weren't so famous, seeking the legendary treasure hidden in Boulder Quarry. Journeying through dungeons, facing off against rivals, solving mysteries—what kind of treasure awaits them at the end?

Episode Start

Exploration — Save Storage
- Arrive at Southern Jungle entrance

Dungeon — P.406
S4-1 Southern Jungle — 1—10F

Exploration — Save Storage
- Arrive at Boulder Quarry entrance

Dungeon — P.407
S4-2 Boulder Quarry — B1—B5F

Checkpoint — Save Storage
- Arrive at Boulder Quarry checkpoint

Dungeon — P.408
S4-2 Deep Boulder Quarry — B1—B6F
Boss Aggron, Lairon ×6

Exploration — Save Storage
- Arrive at Illusion Stone Chamber

Clear the following dungeons

Dungeon — P.409
S4-3 Right Cave Path — B1—B5F

Dungeon — P.409
S4-4 Left Cave Path — B1—B5F

Exploration
- Talk to Wigglytuff in Illusion Stone Chamber

Dungeon — P.410
S4-5 Limestone Cavern — B1—B5F

Checkpoint — Save Storage
- Arrive at Deep Limestone Cavern checkpoint

Dungeon — P.411
S4-5 Deep Limestone Cavern — B1—B6F
Boss Weavile, Arbok, Drapion

Ending

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Dungeon S4-1

Southern Jungle

Total 10 F

Replayable: N

Initial Goal	Clear 10F
Recommended Level	Lv32+

Special Rooms and Terrain			
Room	Monster House (6—10F)	Shop (All floors)	
Terrain	Water	Wonder Tiles	Traps

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (1—5F) Lv43 (6—9F) Lv44 (10F)

	B1F ♂ S	B2F ♀ S	B3F ♂ S	B4F ♀ S	B5F ♂ S	B6F ♀ M S	B7F ♂ M S	B8F ♀ M S	B9F ♂ M S	B10F ♀ M S
Light	None	None	None	2	2	2	2	2	2	2
IQ	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5	★1.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field	Field	Field
				Random			Random			Random

Mawile — Steel

Lv23 ▶ Lv24

	Lv23	Lv24
HP	84	86
Exp.	278	287

Dodrio — Normal / Flying

Lv20 ▶ Lv21

	Lv20	Lv21
HP	51	54
Exp.	258	267

Staraptor — Normal / Flying

Lv24 ▶ Lv25 ▶ Lv26

	Lv24	Lv25	Lv26
HP	43	46	49
Exp.	234	241	248

Jumpluff — Grass / Flying

Lv33 ▶ Lv34 ▶ Lv35

	Lv33	Lv34	Lv35
HP	93	95	97
Exp.	390	399	409

Seviper — Poison

Lv24 ▶

	Lv24
HP	86
Exp.	372

Vespiquen — Bug / Ground / ♀ only

Lv36 ▶

	Lv36
HP	92
Exp.	472

Muk — Poison

Lv30 ▶

	Lv30
HP	85
Exp.	429

Murkrow — Dark / Flying

Lv23 ▶ Lv24

	Lv23	Lv24
HP	84	88
Exp.	243	250

Forretress — Bug / Steel

Lv30 ▶ Lv31

	Lv30	Lv31
HP	81	83
Exp.	452	464

Cherrim — Grass

Lv36 ▶ Lv37

	Lv36	Lv37
HP	82	84
Exp.	333	340

Hippopotas — Ground

Lv26 ▶ Lv27

	Lv26	Lv27
HP	80	83
Exp.	346	356

Glameow — Normal

Lv28 ▶ Lv29 ▶

	Lv28	Lv29
HP	92	95
Exp.	266	273

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Obtainable Items

Southern Jungle

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Southern Jungle

Watch out for Jumpluff and Cherrim—their Bullet Seed or Petal Dance can attack you 2–5 times in a row, and if Cherrim uses Sunny Day, both Pokémon will become even stronger due to their Abilities. You could even end up knocked out in one hit, so bring plenty of Reviver Seeds just in case.



Dungeon S4-2

Boulder Quarry

Total 11 F

Replayable: N

Initial Goal: Defeat Aggron and six Lairon at Boulder Quarry Clearing (Deep Boulder Quarry B6F)

Recommended Level: Lv33+

Special Rooms and Terrain			
Room	Monster House (*1)	Shop (All floors)	
Terrain	Water	Wonder Tiles	Traps

*1—Deep Boulder Quarry all floors

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Obtainable Items

Boulder Quarry

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors

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Obtainable Items

Sticky: None

Name	Floor	Shop
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Boulder Quarry

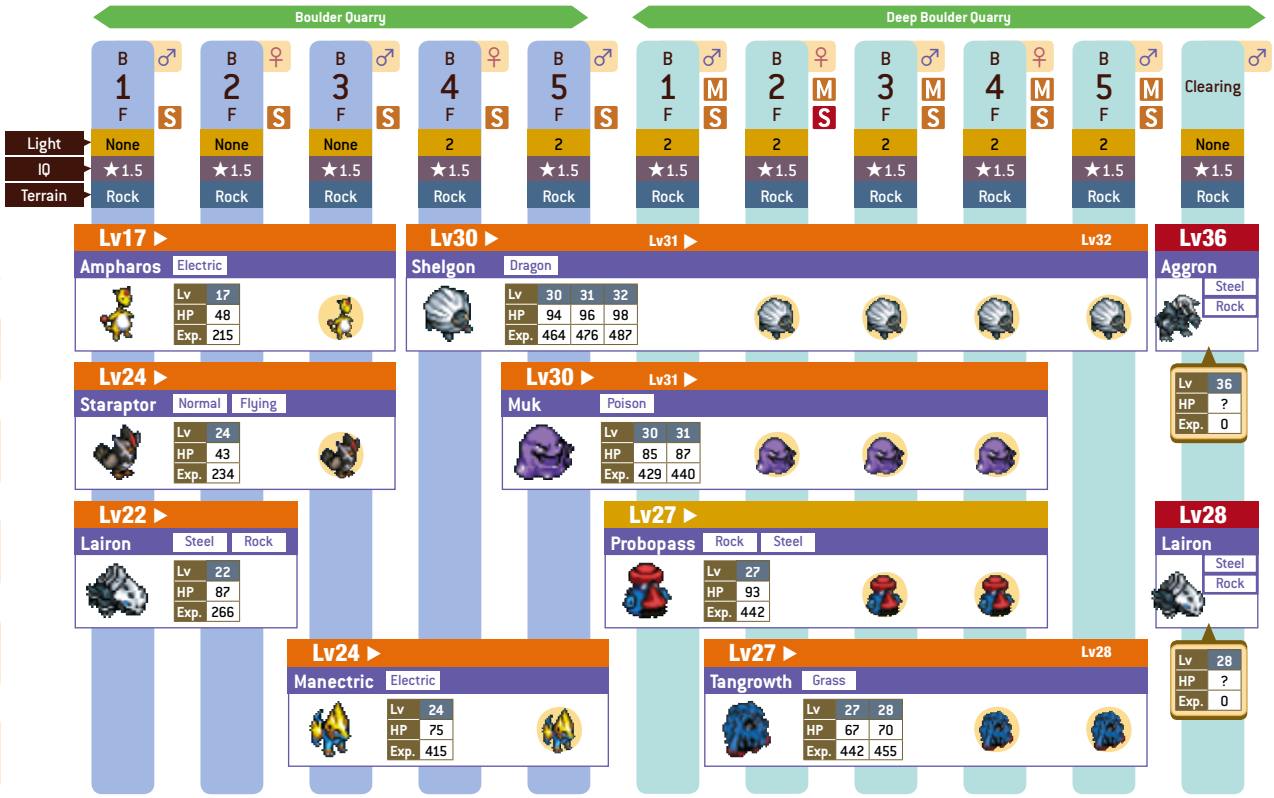
Starting at Deep Boulder Quarry B3F, this dungeon is crawling with Steel-type Pokémon—Medicham's Fighting-type moves will be super effective. When you reach the Clearing, try to get right next to the boss, then switch between using Agility and causing damage.



Gardevoir is the most likely to faint of the three of you, so watch its HP closely.

Pokémon Dungeon Breakdown

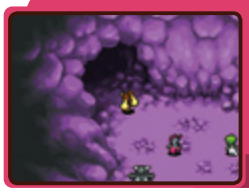
Shopkeeper Level: Lv42 (B1—B5F) / Lv43 (Deep B1—B4F) / Lv44 (Deep B5F)



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Shopkeeper Level: Lv42 (B1—B5F) / Lv43 (Deep B1—B4F) / Lv44 (Deep B5F)





Dungeon S4-3 S4-4

Total 5 F

Replayable: Y

Right Cave Path/Left Cave Path

Initial Goal	Clear B5F
Recommended Level	Lv33+

Special Rooms and Terrain	
Room	Shop (All floors)
Terrain	Water / Wonder Tiles / Traps

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Obtainable Items

Right Cave Path/Left Cave Path

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

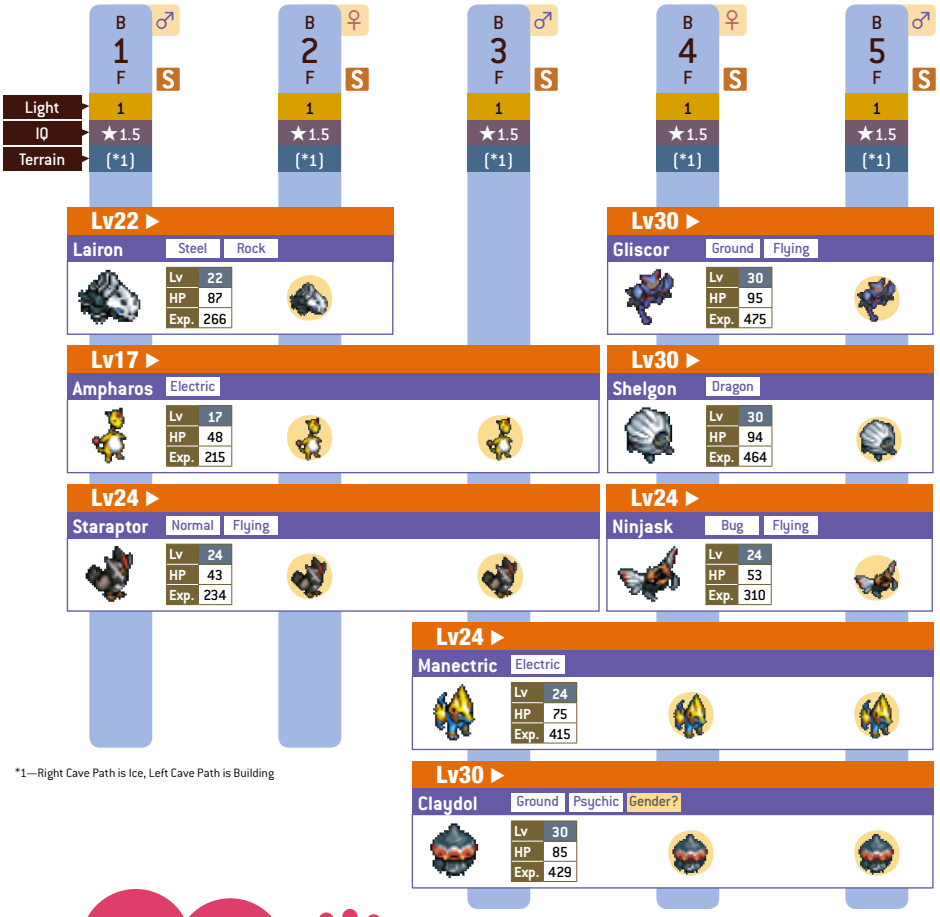
Name	Floor	Shop
Poké	All Floors	—

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Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B5F)

Right Cave Path/ Left Cave Path



*1—Right Cave Path is Ice, Left Cave Path is Building

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Right Cave Path/ Left Cave Path

Both sides have the same Pokémon and items as Boulder Quarry B1 to B5F. With fewer floors to clear, feel free to travel back and forth collecting as many items as you can before you head to Limestone Cavern. The only important thing to remember is that all of the floors are dark, with visibility reaching only one square away.



Dungeon S4-5

Limestone Cavern

Total 11 F

Replayable: N

Initial Goal: Find the treasure in the Limestone Cavern Depths (Deep Limestone Cavern B6F)

Recommended Level: Lv34+

Special Rooms and Terrain			
Room	Monster House (*2)	Shop (All floors)	
Terrain	Water	Wonder Tiles	Traps

*2—Deep Limestone Cavern all floors

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Obtainable Items

Limestone Cavern

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	All Floors
Heal Ribbon	—	All Floors
Insomniscope	All Floors	—
Patsy Band	—	All Floors
Pecha Scarf	All Floors	—
Persim Band	All Floors	All Floors
Power Band	All Floors	All Floors
Scope Lens	—	All Floors
Special Band	All Floors	All Floors
Stamina Band	All Floors	—
Twist Band	—	All Floors
Zinc Band	All Floors	All Floors

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—
Big Apple	—	All Floors

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	All Floors
Cheri Berry	All Floors	All Floors
Chesto Berry	All Floors	All Floors
Eyedrop Seed	All Floors	All Floors
Heal Seed	—	All Floors
Hunger Seed	—	All Floors
Life Seed	—	All Floors
Oran Berry	All Floors	—
Pecha Berry	All Floors	All Floors
Rawst Berry	All Floors	All Floors
Reviver Seed	All Floors	All Floors
Sitrus Berry	—	All Floors
Sleep Seed	—	All Floors
Stun Seed	—	All Floors
Totter Seed	All Floors	All Floors
Vile Seed	—	All Floors
Violent Seed	—	All Floors
Warp Seed	—	All Floors

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	All Floors

TMs

Name	Floor	Shop
Attract	—	All Floors
Brine	—	All Floors
Bullet Seed	—	All Floors
Calm Mind	—	All Floors
Dig	—	All Floors
Embargo	—	All Floors
False Swipe	—	All Floors
Flash	—	All Floors
Giga Drain	—	All Floors
Giga Impact	—	All Floors
Hidden Power	—	All Floors
Hyper Beam	—	All Floors
Iron Tail	—	All Floors
Light Screen	—	All Floors
Payback	—	All Floors
Poison Jab	—	All Floors
Recycle	—	All Floors
Reflect	—	All Floors
Rest	—	All Floors
Roar	—	All Floors
Rock Slide	—	All Floors
Roost	—	All Floors
Safeguard	—	All Floors
Shadow Claw	—	All Floors
Shock Wave	—	All Floors
SolarBeam	—	All Floors
Stealth Rock	—	All Floors
Steel Wing	—	All Floors

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Obtainable Items

Sticky None

Name	Floor	Shop
Swords Dance	—	All Floors
Thunderbolt	—	All Floors
Vacuum-Cut	—	All Floors
Wide Slash	—	All Floors

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	All Floors
All-Mach Orb	All Floors	All Floors
Decoy Orb	All Floors	All Floors
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	All Floors
Foe-Hold Orb	All Floors	All Floors
Foe-Seal Orb	All Floors	All Floors
Hurl Orb	—	All Floors
Luminous Orb	All Floors	All Floors
One-Shot Orb	—	All Floors
Petrify Orb	All Floors	All Floors
Pounce Orb	—	All Floors
Quick Orb	All Floors	—
Radar Orb	All Floors	All Floors
Scanner Orb	All Floors	All Floors
See-Trap Orb	All Floors	All Floors
Shocker Orb	—	All Floors
Silence Orb	—	All Floors
Slow Orb	—	All Floors
Slumber Orb	—	All Floors
Spurn Orb	All Floors	All Floors
Stairs Orb	—	All Floors
Stayaway Orb	—	All Floors
Totter Orb	—	All Floors
Trapbust Orb	All Floors	All Floors
Warp Orb	All Floors	All Floors

Poké

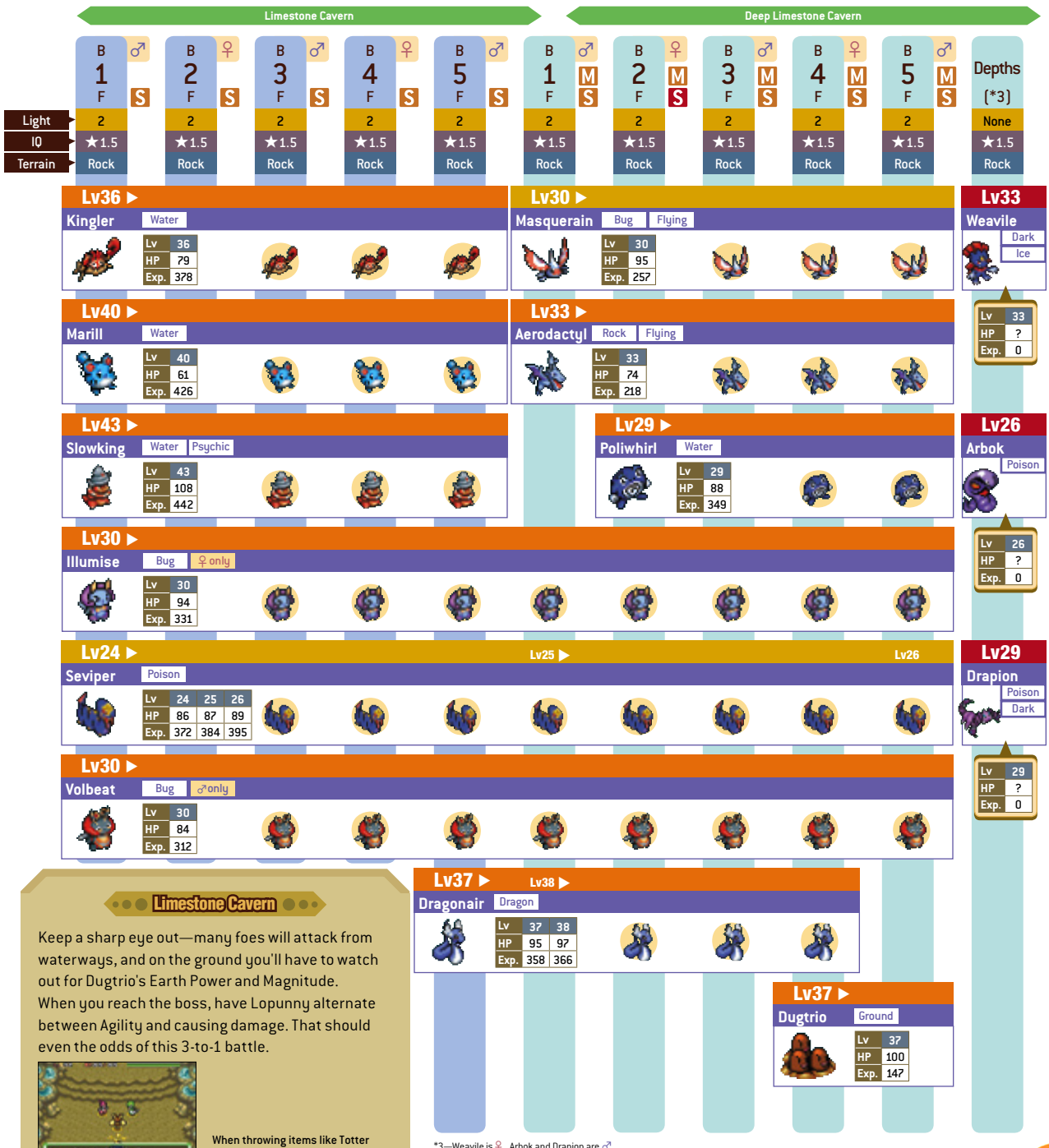
Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Pokémon Dungeon Breakdown

Shopkeeper Level: Lv42 (B1—B5F) Lv44 (Deep B5F) Lv43 (Deep B1—B4F)



*3—Weavile is ♀, Arbok and Drapion are ♂

Limestone Cavern

Keep a sharp eye out—many foes will attack from waterways, and on the ground you'll have to watch out for Dugtrio's Earth Power and Magnitude. When you reach the boss, have Lopunny alternate between Agility and causing damage. That should even the odds of this 3-to-1 battle.

When throwing items like Totter Seed, don't aim them at Arbok—it has the Shed Skin Ability.

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Special Episode Adventure Chronicle

Special Episode 1 Bidoof's Wish

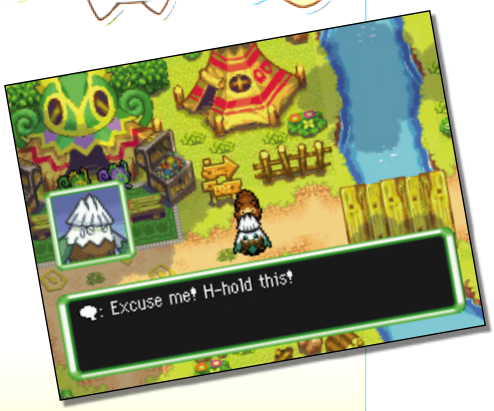


This is a story that takes place not long before Team Poképals joined the Wigglytuff Guild.

Bidoof always worked hard to be the best explorer he could, but his clumsiness and slowness was his undoing, causing him to always be assigned the easiest of missions.

One day, while checking inventory at Kecleon Market, Bidoof was approached by a terrified Snover and given a map—the map to Star Cave, where the wish-granting Pokémon Jirachi was said to sleep.

Bidoof was excited because he thought Jirachi could grant his own wish: to be a great explorer. So when Snover showed up and asked for help in exploring Star Cave, Bidoof took on the job without telling the rest of the guild. This was his first real exploration team job, but would it end in success?



Special Episode 2 Igglybuff the Prodigy



This is the story of a young Igglybuff, who later grows up to become the famous explorer Wigglytuff.

One day, Igglybuff left his peaceful prairie home to go play in the Murky Forest. He thought he found a monster, but it really was just Armaldo, a retired explorer.

Armaldo had been there a long time studying a map—a map which Igglybuff figured out in a snap. Impressed by Igglybuff, Armaldo agrees to join him for an adventure.

Igglybuff's first real exploration was a great success, so the two teamed up full-time in a teacher-and-student relationship. It was a dream come true—Igglybuff saw many new things, and Armaldo was lucky to have such a gifted pupil. But the day was soon approaching when the happy pair would be put to a difficult and painful test.

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Special Episode 3 Today's "Oh My Gosh"

Around the time Team Poképals joined the Wigglytuff Guild, Sunflora had her own special adventure.

Things were going great for Sunflora, training hard and receiving praise from Wigglytuff. But things between Sunflora and Loudred had been awkward ever since the two failed a mission together.

One day, Sunflora was assigned an S-Rank mission—capture Haunter, a Pokémon thought to be invulnerable! Sunflora cornered Haunter twice in Spring Cave, but both times Haunter was revived. Haunter sent some Slugma after Sunflora—a bad match-up for the Grass-type Pokémon. She was saved by Loudred, who defied orders and left the guild to come help Sunflora.

Sunflora was still upset, so the two argued and Loudred got mad. Sunflora felt bad and thought back on the things they said—and figured out a way to defeat the supposedly immortal Haunter.



Special Episode 4 Here Comes Team Charm!





Even Team Charm were once rookies who had yet to establish their fame.

After a string of successes, Team Charm made Boulder Quarry their next target, exploring Southern Jungle on the way. Bellossom warned them that they might not find anything, but they went anyway. In the jungle, Team Charm met a Pokémon who seemed to like Perfect Apples—their first experience with Wigglytuff, who was also not well-known at the time.

Explorers who made their way to Boulder Quarry were always driven off by the notorious Team AWD, but not Team Charm! Witnessing the team's bravery, Sentret asked Team Charm to knock out Team AWD.

Ready for battle and aided by Wigglytuff, Team Charm found a secret pathway and reached Deep Limestone Cavern. But the Treasure Box they found was empty! However, that didn't stop Team AWD from wanting a cut—and they were willing to battle for it!

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Special Episode 5

In the Future of Darkness



Grovyle returns to the future with an unwilling Dusknoir in tow, only to discover that the future is still bleak, the planet still paralyzed. It might take some time before the past erases this future to create a new one.

Unfortunately, Primal Dialga is still trying to alter the past, forcing Grovyle to pursue it in the short time the world has left.

Main Characters



Pokémon of Action

Grovyle

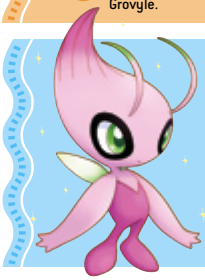
A hero from the future of darkness. To prevent the Planet's Paralysis and undo the darkness, he traveled to the past to collect the Time Gears.

Agent of Darkness

Dusknoir



An agent sent by Primal Dialga to prevent Grovyle from changing history. Even once they both return to the future, it still pursues Grovyle.



Time-traveling Assistant

Celebi

As a result of using her time-travel ability to help Grovyle, this Pokémon is now on the run from Dusknoir's forces. Celebi seems to have a little crush on Grovyle.

Dusknoir's loyal Lackey

Sableye

From spying to battling, this Pokémon always took orders from Dusknoir, but now...

Spacial Traveler

Porygon



This Pokémon can teleport others from Spacial Cliffs to Frozen Island in a matter of seconds.

108 Spirits

Spiritomb

It can paralyze and even possess foes, but this scary Pokémon is actually quite timid.

Heart of Darkness

Snorunt

Grovyle and friends find this Pokémon on Frozen Island, its heart twisted by darkness into that of a nervous prankster.

Ruler of Darkness

Dialga

When Time was broken, Dialga lost control of itself. Now it's weak from sending Dusknoir to the past twice.

Episode Flow Chart

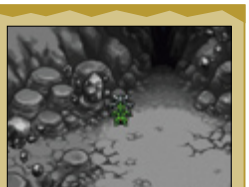
Episode Start

Exploration — Save Storage

- Arrive at Barren Valley entrance

No Kangaskhan Rock at the beginning

You begin at the Barren Valley entrance and enter the dungeon automatically, with no chance to use the Kangaskhan Rock. You can only use it if you faint or return to the entrance via the checkpoint.



You have no home base, so you must save and retrieve items using the Kangaskhan Rock.

Dungeon — P.416

S5-1 Barren Valley — 1—5F

Checkpoint — Save Storage

- Arrive at Barren Valley checkpoint

Dungeon — P.417

S5-1 Deep Barren Valley — 1—6F

Boss Sableye ×4

Dusknoir joins the battle

You team up with Dusknoir to battle a group of Sableye. You can't change Dusknoir's tactic or registered move here, but you don't have to worry about losing the game if Dusknoir is defeated.

Exploration — Save Storage

- Arrive at Dark Wasteland entrance

Dungeon — P.418

S5-2 Dark Wasteland — 1—4F

Continued on Next Page

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Continued from Previous Page

Travel with Dusknoir

Dusknoir becomes your partner and the two of you travel through dungeons together. If either of you falls, the game is over, so keep an eye on Dusknoir's HP.

Exploration — Save / Storage
- Arrive at Temporal Tower entrance

Dungeon — P.419
S5-3 Temporal Tower — 1—10F

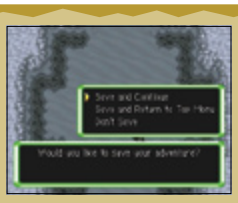
Checkpoint — Save
- Arrive at Temporal Tower checkpoint

Dungeon — P.421
S5-3 Temporal Spire — 1—10F

Exploration — Save / Storage
- Arrive at Dusk Forest entrance

Stock up for the boss battle

In Dusk Forest and Dark Ice Mountain, you'll have to battle boss Pokémon. Retrieve the items you'll need from the Kangaskhan Rock at the entrance of each dungeon.



There is a checkpoint at Dark Ice Mountain 10F, but all you can do is save your game.

Dungeon — P.422
S5-4 Dusk Forest — 1—8F
Boss: Sableye ×6

Exploration — Save / Storage
- Arrive at Spacial Cliffs entrance

Dungeon — P.424
S5-5 Spacial Cliffs — 1—10F

Exploration
- Porygon sends you to Frozen Island

Exploration — Save / Storage
- Arrive at Dark Ice Mountain entrance

Dungeon — P.425
S5-6 Dark Ice Mountain — 1—10F

Checkpoint — Save
- Arrive at Dark Ice Mountain checkpoint

Dungeon — P.427
S5-6 Dark Ice Mountain Peak — 1—5F
Boss: Mamoswine, Glalie ×4

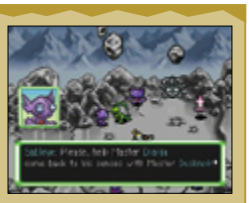
Exploration — Save / Storage
- Arrive at Icicle Forest entrance

Dungeon — P.427
S5-7 Icicle Forest — 1—10F

Exploration — Save / Storage
- Arrive at Vast Ice Mountain entrance

Celebi joins the final battle

Starting at Vast Ice Mountain, Celebi will join your team. Don't enter the dungeon unprepared—Primal Dialga is waiting for you at the Peak.



Talk to the Pokémon at the entrance—they have many stories to tell.

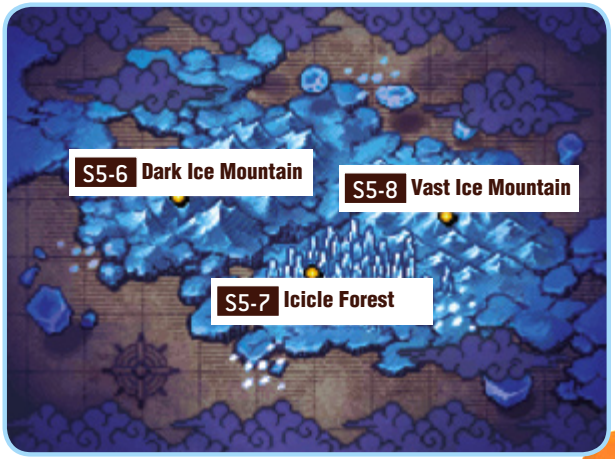
Dungeon — P.429
S5-8 Vast Ice Mountain — 1—9F

Checkpoint — Save
- Vast Ice Mountain checkpoint

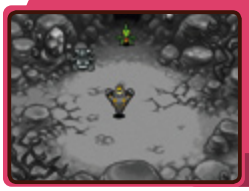
Dungeon — P.431
S5-8 Vast Ice Mountain Peak — 1—9F
Boss: Primal Dialga

Ending





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Dungeon S5-1

Barren Valley

Total 11F

Replayable N

You have to tackle this dungeon alone, but the number of floors shouldn't be a problem due to the checkpoint on 5F. As you choose what moves to use, keep in mind that this dungeon has a variety of types of Pokémon.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

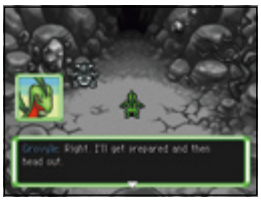
Initial Goal Defeat the Sableye at the Clearing (Deep Barren Valley 6F)

Recommended Level Lv 46+

Special Rooms and Terrain	
Room	Monster House (*1)
Terrain	Water, Wonder Tiles, Traps

Tip: Even powerful moves are not a guarantee

Grovyle has some great moves like Dig and Absorb, but they're only useful if they actually hit the foe. Check your opponent's type and Ability before striking, and if you're in need of recovery but can't use Absorb, an Oran Berry should do the trick.



If clearing the dungeon is too hard, get yourself knocked out so you end up back at the entrance, then retrieve some items from the Kangaskhan Rock.

Boss ▸▸ Clearing (Deep Barren Valley 6F)

As long as Grovyle is left standing, you're OK

Sableye ×4

Dusknoir will join in the battle against the Sableye, but being weak to most of their moves means it will take a lot of damage. It's okay if Dusknoir gets knocked out, though. Leave it be and focus on using Dig to take out the group of former lackeys.



Finish them quickly to save your Reviver Seed.



Pokémon To Watch For

Shuppet (*2)

Zeroes your PP with Spite

It attacks from inside walls and uses Spite to zero out the PP of the move you used last. Very sneaky. If you can't hit it inside the wall, throw Gravelerocks from a distance or lure it outside of the wall—then hit it with Quick Attack from 2 squares away, finishing it off with Leaf Blade.



The damage from Quick Attack is halved against Shuppet, but you're sure to finish it off next turn.

*1—Deep Barren Valley all floors *2—Barren Valley 1—5F, Deep Barren Valley 1—5F

Obtainable Items

Barren Valley

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Barren Valley 1—5F, Deep Barren Valley 1—5F

Collect items

There's a checkpoint after 5F, so feel free to take your time and collect as many items as you can. There might not be many, but they will be useful.



Pick up seeds and Oran Berries first.

Barren Valley 1—5F

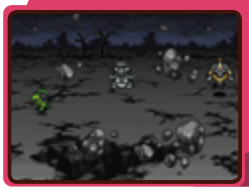
Watch out for PP-eating Trap

Stepping on a PP-Zero Trap can be hazardous—the PP of one of your moves will be completely drained, which is bad when there's a Monster House around, like in Deep Barren Valley.



Because you're exploring by yourself, losing the PP of an important move can be disastrous.

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Dungeon S5-2

Dark Wasteland

Total 4 F

Replayable N

Some foes are not easily damaged by Grovyle's moves, so let Dusknoir take care of them instead. With fewer floors, this dungeon should be easy to clear.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Initial Goal Clear 4F

Recommended Level Lv46+

Special Rooms and Terrain				
Room	—			
Terrain	Water	Wonder Tiles	Traps	

Tip Leave foes inside a wall to Dusknoir

Dusknoir will be your partner from now on, and as a Ghost-type, it can go through walls and use a move effective against other Ghost-type Pokemon. But Dusknoir is weak against Ghost-type moves itself, so try to keep it out of trouble.



Register Dusknoir's Shadow Sneak and Shadow Punch moves only, so when traveling through corridors it can knock out foes inside the walls.

Pokémon To Watch For

Skorupi 1—4F

Pin Missile is a powerful move

Grovyle is weak to Skorupi's Pin Missile, and this move hits several times from a distance, so try not to stand in a straight line from it when you move.

Shedinja 1—4F

Nullifies all Grovyle's moves

Its Wonder Guard Ability nullifies most moves. To damage it, try throwing an item or using Dusknoir's Ghost-type move.

Pokémon Dungeon Breakdown — Dark Wasteland

	1 F ♂	2 F ♀	3 F ♂	4 F ♀
Light	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand

Lv29 ▶ Lv30 — Onix — Rock / Ground

	Lv	HP	Exp.
	29	85	410
	30	87	421

Lv31 ▶ Lv32 — Gastly — Ghost / Poison

	Lv	HP	Exp.
	31	86	260
	32	87	266

Lv28 ▶ Lv29 — Skorupi — Poison / Bug

	Lv	HP	Exp.
	28	80	399
	29	81	410

Lv34 ▶ Lv35 — Solrock — Rock / Psychic / Gender ?

	Lv	HP	Exp.
	34	123	438
	35	125	448

Lv28 ▶ Lv29 — Shiftry — Grass / Dark

	Lv	HP	Exp.
	28	75	384
	29	77	395

Lv43 ▶ Lv44 — Shedinja — Bug / Ghost / Gender ?

	Lv	HP	Exp.
	43	10	10
	44	10	10

Pokémon Dungeon Breakdown — Dark Wasteland

	1 F ♂	2 F ♀	3 F ♂	4 F ♀
Light	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5
Terrain	Sand	Sand	Sand	Sand

Lv31 ▶ Lv32 — Misdreavus — Ghost

	Lv	HP	Exp.
	31	80	400
	32	81	410

1—4F

Item collecting

With no Monster House and few floors to explore, this is a great place to collect items—that is, except for the Sandstorm weather. Don't stick around too long.



Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors

Name	Floor
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Obtainable Items

Dark Wasteland

Sticky: None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Name	Floor	Shop
Food		
Apple	All Floors	—
Seeds • Berries		
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Name	Floor	Shop
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—

Name	Floor	Shop
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—



Dungeon S5-3

Temporal Tower

Total 20 F

Replayable: N

This version of Temporal Tower is a lot like the one in the story mode, with small floors—but this time, it has a greater variety of foes to face.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Initial Goal: Clear Temporal Spire 10F

Recommended Level: Lv 47+

Special Rooms and Terrain	
Room	Monster House (All floors)
Terrain	Water, Wonder Tiles, Traps

Tip: Have a strategy for bad conditions

You'll be able to find the stairs quite easily on the smaller floors, but you'll also run into enemy Pokémon just as easily. Many will inflict Confused or Sleep statuses, so bring items like a Persim Band, Insomniscope or Heal Seed to be safe. Grovyle can learn the move Detect at level 47, but it's not really a good idea to actually go through with it—all of Grovyle's previous moves are pretty useful, and Detect has a low hit rate.



There's no Heal Seed in this dungeon and you can't always find accessories either. Make the right preparations at the entrance.

Pokémon To Watch For



Magnemite — Temporal Tower 1—10F
Discharge affects the the entire room



Magneton — Temporal Spire 1—10F
Uses the same move as Magnemite



Porygon2 — Temporal Spire 4—10F
Uses Signal Beam from a distance

All of these Pokemon can use Discharge, which damages all of your Pokemon inside the room. Hit Magnemite and Magneton with Dig, but watch out—Dusknoir could get attacked while Grovyle is underground. Have Grovyle and Dusknoir work together to knock them out in one go. Another potential threat is Porygon2's Signal Beam, a Bug-type move that can hit from 10 squares away.

Traps Set

Chestnut Trap — All Floors	Pokémon Trap — All Floors	Spin Trap — All Floors
Explosion Trap — All Floors	PP-Zero Trap — All Floors	Trip Trap — All Floors
Grimy Trap — All Floors	Seal Trap — All Floors	Warp Trap — All Floors
Gust Trap — All Floors	Selfdestruct Trap — All Floors	
Mud Trap — All Floors	Slow Trap — All Floors	
Poison Trap — All Floors	Slumber Trap — All Floors	

Obtainable Items

Temporal Tower

Sticky: None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Name	Floor	Shop
Food		
Apple	All Floors	—
Seeds • Berries		
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Name	Floor	Shop
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—

Name	Floor	Shop
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

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Temporal Tower

	1 F ♂ M	2 F ♀ M	3 F ♂ M	4 F ♀ M	5 F ♂ M	6 F ♀ M	7 F ♂ M	8 F ♀ M	9 F ♂ M	10 F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building

Lv31 ▶ Zubat — Poison / Flying

Lv	31
HP	87
Exp.	268

Lv37 ▶ Golbat — Poison / Flying

Lv	37
HP	99
Exp.	519

Lv38 ▶ Magnemite — Electric / Steel / Gender ?

Lv	38
HP	89
Exp.	310

Lv35 ▶ Drowzee — Psychic

Lv	35
HP	106
Exp.	145

Lv33 ▶ Kadabra — Psychic

Lv	33
HP	98
Exp.	201

Lv33 ▶ Gastly — Ghost / Poison

Lv	33
HP	88
Exp.	273

Lv39 ▶ Bronzong — Steel / Psychic / Gender ?

Lv	39
HP	127
Exp.	499

Lv33 ▶ Claydol — Ground / Psychic / Gender ?

Lv	33
HP	91
Exp.	462

Lv34 ▶ Mismagius — Ghost

Lv	34
HP	79
Exp.	430

Lv31 ▶ Ditto — Normal / Gender ?

Lv	31
HP	81
Exp.	252

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Temporal Spire

	1 ♂ M F	2 ♀ M F	3 ♂ M F	4 ♀ M F	5 ♂ M F	6 ♀ M F	7 ♂ M F	8 ♀ M F	9 ♂ M F	10 ♀ M F
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Building	Building	Building	Building	Building	Building	Building	Building	Building	Building

Lv37 ▶ Lv38 ▶ — Golbat — Poison / Flying

	Lv37	Lv38
Lv	37	38
HP	99	101
Exp.	519	531

Lv45 ▶ — Crobat — Poison / Flying

	Lv45
Lv	45
HP	97
Exp.	691

Lv41 ▶ Lv42 ▶ — Magneton — Electric / Steel / Gender ?

	Lv41	Lv42
Lv	41	42
HP	101	103
Exp.	390	397

Lv39 ▶ Lv40 ▶ — Hypno — Psychic

	Lv39	Lv40
Lv	39	40
HP	112	113
Exp.	206	210

Lv38 ▶ Lv39 ▶ — Alakazam — Psychic

	Lv38	Lv39
Lv	38	39
HP	98	99
Exp.	352	360

Lv33 ▶ Lv34 ▶ — Gastly — Ghost / Poison

	Lv33	Lv34
Lv	33	34
HP	88	89
Exp.	273	279

Lv39 ▶ Lv40 ▶ — Bronzong — Steel / Psychic / Gender ?

	Lv39	Lv40
Lv	39	40
HP	127	128
Exp.	499	509

Lv33 ▶ Lv34 ▶ — Claydol — Ground / Psychic / Gender ?

	Lv33	Lv34
Lv	33	34
HP	91	93
Exp.	462	473

Lv34 ▶ Lv35 ▶ — Mismagius — Ghost

	Lv34	Lv35
Lv	34	35
HP	79	80
Exp.	430	440

Lv31 ▶ Lv32 ▶ — Ditto — Normal / Gender ?

	Lv31	Lv32
Lv	31	32
HP	81	83
Exp.	252	258

Lv41 ▶ — Porygon2 — Normal / Gender ?

	Lv41
Lv	41
HP	110
Exp.	490

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Dungeon S5-4

Dusk Forest

Total 8F | Replayable: N

The floor structure is much like it is in the story mode, but you may encounter frequent Sandstorm weather and the foes are pretty tough, so prepare accordingly.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Initial Goal	Defeat the Sableye at Black Swamp (8F)
Recommended Level	Lv 47+

Special Rooms and Terrain

Room	—
Terrain	Wonder Tiles, Traps

Tip: Alter your strategy

To immobilize your foe, use any item or move you want, except for those that inflict Petrified status. Some of the foes have an Ability that changes the weather to Sandstorm—which actually cures Petrified status. The floors are a bit bigger, so a Pure Seed would be a good idea to have in stock, as well as lots of Oran Berries and Reviver Seeds for the showdown with the Sableye at the end.

Pokémon To Watch For



Drifblim 6—7F

Ominous Wind twice in a row

It can use Ominous Wind twice in a row, which damages both Grovyle and Dusknoir. Don't waste your time immobilizing it, because it will explode when knocked out—instead, attack from far away, or have Dusknoir use Shadow Sneak while it is two squares away from Drifblim.

Boss: Black Swamp (8F)

Separate foes

Sableye ×6



Sableye hasn't gotten any stronger since Barren Valley, but there are more of them to deal with now. Register Shadow Sneak as Dusknoir's only move and have Grovyle move 1 square to the north. Dusknoir will knock out one of the Sableye, while splitting the group of Sableye in two. Finish up by having Grovyle use Dig and Dusknoir use Shadow Punch.



Dusknoir may be knocked out instantly, so bring plenty of Reviver Seeds.



If you give Dusknoir a Power Band, one Shadow Punch can do a foe in.

Obtainable Items

Dusk Forest

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



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	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	Black Swamp ♂
Light	None	None	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Field	Field	Field	Field	Field	Field	Field	Field

Lv32 ▶ Hippowdon — Ground

Lv 32 | HP 83 | Exp. 504

Lv34 ▶ Haunter — Ghost / Poison

Lv 34 | HP 89 | Exp. 309

Lv40 ▶ Rhyperior — Ground / Rock

Lv 40 | HP 104 | Exp. 494

Lv34 ▶ Claydol — Ground / Psychic / Gender ?

Lv 34 | HP 93 | Exp. 473

Lv37 ▶ Lickitung — Normal

Lv 37 | HP 128 | Exp. 216

Lv45 ▶ Salamence — Dragon / Flying

Lv 45 | HP 113 | Exp. 631

Lv35 ▶ Mismagius — Ghost

Lv 35 | HP 80 | Exp. 440

Lv32 ▶ Ditto — Normal / Gender ?

Lv 32 | HP 83 | Exp. 258

Lv32 ▶ Drifloon — Ghost / Flying

Lv 32 | HP 96 | Exp. 258

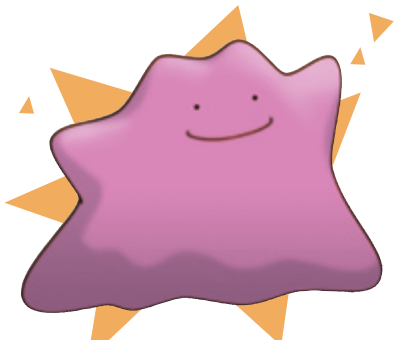
Lv38 Sableye — Dark / Ghost

Lv 38 | HP ? | Exp. 0

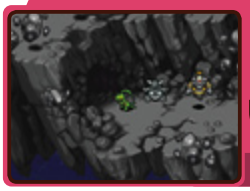
1—7F

Sandstorm lowers your HP

Hippowdon's Ability will change the floor weather to Sandstorm, so head up the stairs when you can, and if you can't, use a Pure Seed.



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Dungeon S5-5

Total 10F

Replayable N

Spacial Cliffs

Five of the seven kinds of opponent Pokémon here are Ghost-types, and all of them can pass through walls. Most of the Pokémon are also immune to Dig, due to their Levitate Ability.

Special Rules
• No Friend Rescues • Cannot recruit foes • Foes do not drop Treasure Boxes

Initial Goal	Clear 10F and meet Porygon
Recommended Level	Lv 47+

Special Rooms and Terrain		
Room	Monster House (6-10F)	
Terrain	Water	Wonder Tiles / Traps

Prep Prevent Confusion and Spite

Many of the Pokémon here can use Confuse Ray to Confuse you, or Spite to zero out all the PP of the last move you used. Have Grovyle and Dusknoir hold a Persim Band, and bring lots of Max Elixirs.

Pokémon To Watch For



Koffing 1—10F

Selfdestruct and Sludge Bomb

Grovyle's moves won't do much to Koffing but Koffing has Sludge Bomb, a long-range Poison-type move. It also has Selfdestruct, so knock it out from afar or team up with Dusknoir to KO Koffing before it can attack. Have Grovyle use Leaf Blade, which is not very effective against Koffing but at least has a high critical-hit rate.

Pokémon Dungeon Breakdown

Spacial Cliffs

	1F ♂	2F ♀	3F ♂	4F ♀	5F ♂	6F ♀ M	7F ♂ M	8F ♀ M	9F ♂ M	10F ♀ M
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock	Rock

Lv34 ▶ Haunter — Ghost / Poison

Lv	34
HP	89
Exp.	309

Lv34 ▶ Banette — Ghost

Lv	34
HP	89
Exp.	468

Lv37 ▶ Beldum — Steel / Psychic / Gender ?

Lv	37
HP	90
Exp.	501

Lv32 ▶ Koffing — Poison

Lv	32
HP	82
Exp.	348

Lv46 ▶ Shedinja — Bug / Ghost / Gender ?

Lv	46
HP	10
Exp.	11

Lv34 ▶ Misdreavus — Ghost

Lv	34
HP	83
Exp.	430

Lv35 ▶ Mismagius — Ghost

Lv	35
HP	80
Exp.	440

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1—10F

Foes can spring out of the walls

Most of the foes here can move through walls. You should have no problems defeating them if you register Shadow Sneak and Shadow Punch as Dusknoir's only moves, but don't get caught by surprise. Keep an eye on your surroundings and don't dawdle, especially in corridors. If you see Shedinja, it has so few HP that you can knock it out with a single Gravelerock.

Obtainable Items

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



Dungeon S5-6

Total 15 F

Replayable N

Dark Ice Mountain

You'll find that the floors here are larger and sometimes have long corridors and dead-end rooms. When you reach Dark Ice Mountain Peak 4F, there's a high probability that there'll be a Monster House on the floor.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Initial Goal Defeat Mamoswine at the Pinnacle (Dark Ice Mountain Peak 5F)

Recommended Level Lv 48+

Special Rooms and Terrain

Room	Monster House (*1)
Terrain	Water, Wonder Tiles, Traps

Prep A Marathon Followed by a Boss Battle

The floors are large and exploring them could take a while, so stock up on food. Expect to see Lickilicky wandering the dungeon and perhaps healing foes' status conditions. So if you walk into a Monster House, use a Wonder Orb that affects the entire floor. As for the boss battle on the mountain peak, you'll carry the day as long as you also carry seeds to immobilize Mamoswine.

Pokémon To Watch For



Skarmory (*2)

Makes multiple attacks per turn

Skarmory's Agility and Fury Attack combo is nothing but bad news. Have Grovyle and Dusknoir both attack Skarmory, and use Dig to dodge some of Skarmory's attacks.



Boss

Dark Ice Mountain Peak 5F

Don't let Mamoswine change the floor weather to Hail

Mamoswine, Glalie ×4





Mamoswine's Hail changes the floor weather and boosts its evasiveness, so immobilize it as quickly as you can. As soon as the battle starts, let Grovyle move to the right to lure Mamoswine within range of an immobilizing seed, and put Grovyle in a position to battle the Glalie. Use the seed to make sure Mamoswine is out of the way. Then, take down the Glalie with Grovyle's Dig and Dusknoir's Shadow Punch. Once that's done, Leaf Blade is an effective attack for battling Mamoswine.



You can deregister Ice Punch; it isn't that effective here and none of these foes will be Frozen by it.



Throw a Stun Seed at Mamoswine; you'll need time to concentrate on beating the Glalie.



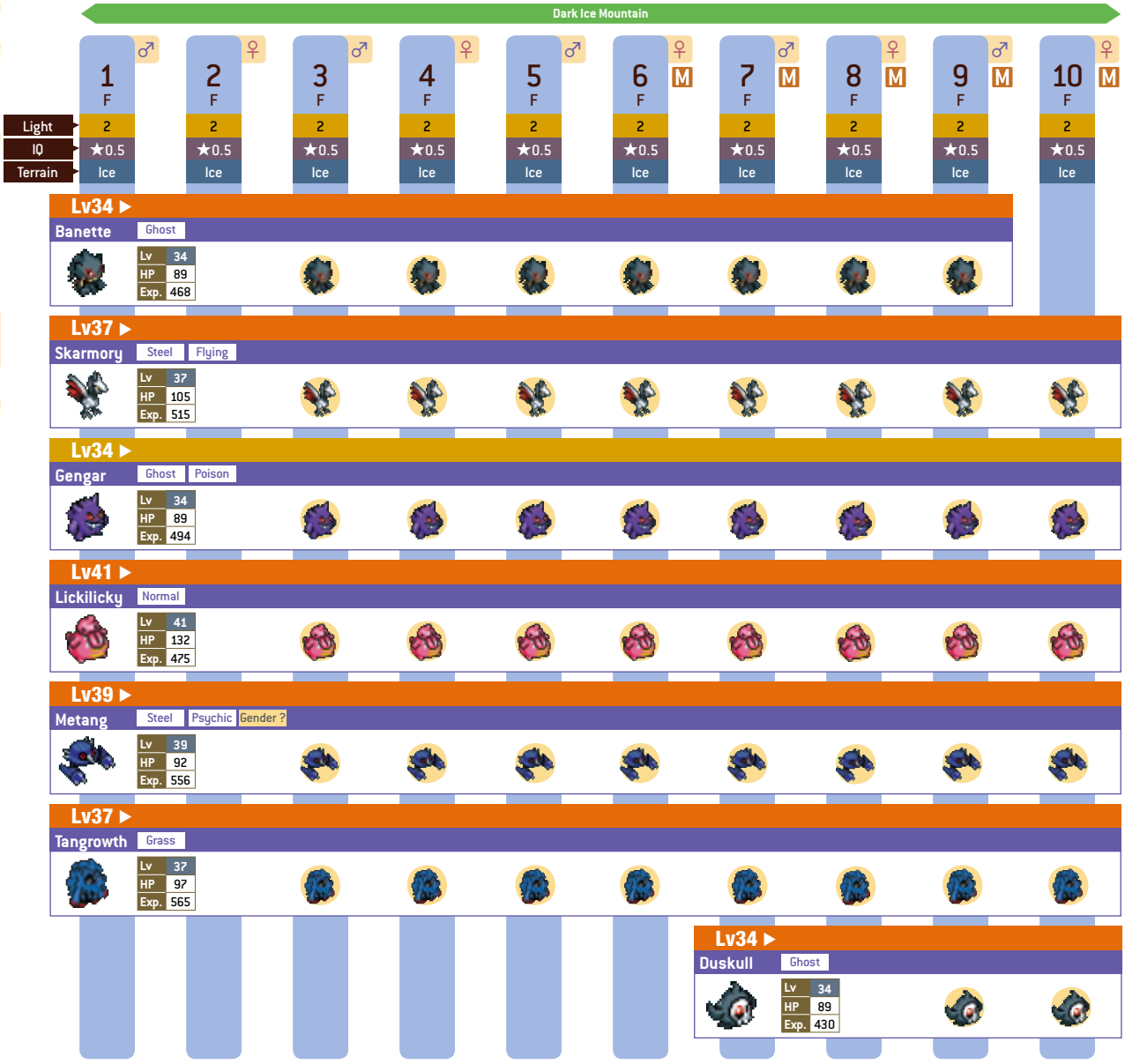
If you're unfortunate, you could get hit by super-effective moves here. That would put you in a real bind.

*1—Dark Ice Mountain 6–10F, Dark Ice Mountain Peak all floors *2—Dark Ice Mountain 1–10F, Dark Ice Mountain Peak 1–4F

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Pokémon Dungeon Breakdown

Dark Ice Mountain



Obtainable Items

Dark Ice Mountain

Sticky None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

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Dark Ice Mountain Peak

	1 F ♂ M	2 F ♀ M	3 F ♂ M	4 F ♀ M	Pinnacle ♂ M
Light	2	2	2	2	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice

Lv32 Mamoswine — Ice / Ground

Lv 32 | HP ? | Exp. 0

Lv37 ▶ Skarmory — Steel / Flying

Lv 37 | HP 105 | Exp. 515

Lv34 ▶ Gengar — Ghost / Poison

Lv 34 | HP 89 | Exp. 494

Lv41 ▶ Lickilicky — Normal

Lv 41 | HP 132 | Exp. 475

Lv39 ▶ Metang — Steel / Psychic / Gender ?

Lv 39 | HP 92 | Exp. 556

Lv37 ▶ Tangrowth — Grass

Lv 37 | HP 97 | Exp. 565

Lv34 ▶ Duskull — Ghost

Lv 34 | HP 89 | Exp. 430

Lv32 Glalie — Ice

Lv 32 | HP ? | Exp. 0



Dungeon S5-7

Icicle Forest

Total 10F

Replayable: N

This is a dungeon similar to Dark Ice Mountain, with big floors and complex corridor layouts. All the Pokémon here are tough, but at least you won't have to worry about running into a Monster House.

Initial Goal: Clear 10F

Recommended Level: Lv 48+

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Special Rooms and Terrain	
Room	—
Terrain	Water / Wonder Tiles / Traps

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Prep Don't stay in this dungeon for long

The floors here are large and filled with Pokémon that are tough to beat. You could explore every inch of every floor, but you'll empty your Belly or waste all your items battling regular foes. Your best strategy is to get out fast.



At ten floors, this is a relatively long dungeon. You'll need food and Max Elixirs along with items to use on your foes.

Pokémon To Watch For



Drifblim 3—10F

Even if you have full HP, be careful

Drifblim fights the way it did in Dusk Forest (p.422), by using Ominous Wind multiple times and exploding if defeated. If there's space between you and Drifblim, use a Foe-Hold Orb or Petrify Orb. If you don't use a Foe-Hold Orb, though, Lickilicky can still restore Drifblim's status to normal.

Pokémon Dungeon Breakdown

Icicle Forest

	1 F ♂	2 F ♀	3 F ♂	4 F ♀	5 F ♂	6 F ♀	7 F ♂	8 F ♀	9 F ♂	10 F ♀
Light	2	2	2	2	2	2	2	2	2	2
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice	Ice
Lv37 ▶ Gliscor — Ground / Flying	Lv 37 · HP 99 · Exp. 561									
Lv34 ▶ Gengar — Ghost / Poison	Lv 34 · HP 89 · Exp. 494									
Lv34 ▶ Cacturne — Grass / Dark	Lv 34 · HP 101 · Exp. 344									
Lv41 ▶ Lickilicky — Normal	Lv 41 · HP 132 · Exp. 475									
Lv34 ▶ Weezing — Poison	Lv 34 · HP 94 · Exp. 326									
Lv41 ▶ Metagross — Steel / Psychic / Gender ?	Lv 41 · HP 96 · Exp. 540									
Lv32 ▶ Ditto — Normal / Gender ?	Lv 32 · HP 83 · Exp. 258									
Lv32 ▶ Drifblim — Ghost / Flying			Lv 32 · HP 92 · Exp. 455							

1—10F

Drifblim's not the only one you need to watch for

Gliscor, Cacturne, Weezing and Metagross are found on every floor, and they always use moves you're weak against or moves that do lots of damage. Don't fight them, just get to the next floor as quickly as you can.

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Obtainable Items

Sticky: None

Equipment

Name	Floor	Shop
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—

Throwing Items

Name	Floor	Shop
Gravelerock	All Floors	—
Iron Thorn	All Floors	—

Food

Name	Floor	Shop
Apple	All Floors	—

Seeds • Berries

Name	Floor	Shop
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—

Health Drinks

Name	Floor	Shop
Max Elixir	All Floors	—

Wonder Orbs

Name	Floor	Shop
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—

Poké

Name	Floor	Shop
Poké	All Floors	—

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors



Dungeon S5-8

Total 18 F

Replayable: N

Vast Ice Mountain

The Pokémon here are tougher than the ones you faced in earlier dungeons, but visibility is good and you should be able to find your way without a problem. Primal Dialga is waiting up on the mountain's peak.

Special Rules
- No Friend Rescues
- Cannot recruit foes
- Foes do not drop Treasure Boxes

Initial Goal Defeat Primal Dialga at the Pinnacle (Vast Ice Mountain 9F)

Recommended Level Lv 49+

Special Rooms and Terrain

Room	Monster House (*1)		
Terrain	Water	Wonder Tiles	Traps

Prep Prepare for the final showdown

At the dungeon entrance, use the Kangaskhan Rock to take out Apples, Oran Berries, Reviver Seeds, and foe-immobilizing seeds to use on Primal Dialga. Don't forget some Wonder Orbs for Monster Houses and a few Max Elixirs in case you run into foes with the Pressure Ability.

Pokémon To Watch For

Smoochum (*2)

Always uses dangerous moves

Depending on the circumstances, Smoochum's Perish Song or Avalanche can be a one-hit KO. If it uses Bide before Avalanche, don't let your teammate stand in front of it and get hit.

Boss ▸▸ Peak (Vast Ice Mountain Peak 9F)

Immobilize it before you start the fight

Primal Dialga

The battle begins with Grovyle directly in front of Primal Dialga, so start by throwing a Sleep Seed or similar item. If it works, have Grovyle use Dig, which is super effective, and let Dusknoir use Ice Punch. Celebi should hold a Reviver Seed and use Natural Gift (p.431), if it can. If not, Celebi's Magical Leaf is always guaranteed to hit.



Unlike the one in the main story, this Primal Dialga doesn't have the Intimidate IQ Skill.



Shadow Punch and Magical Leaf do minor damage, but every bit helps against Primal Dialga.



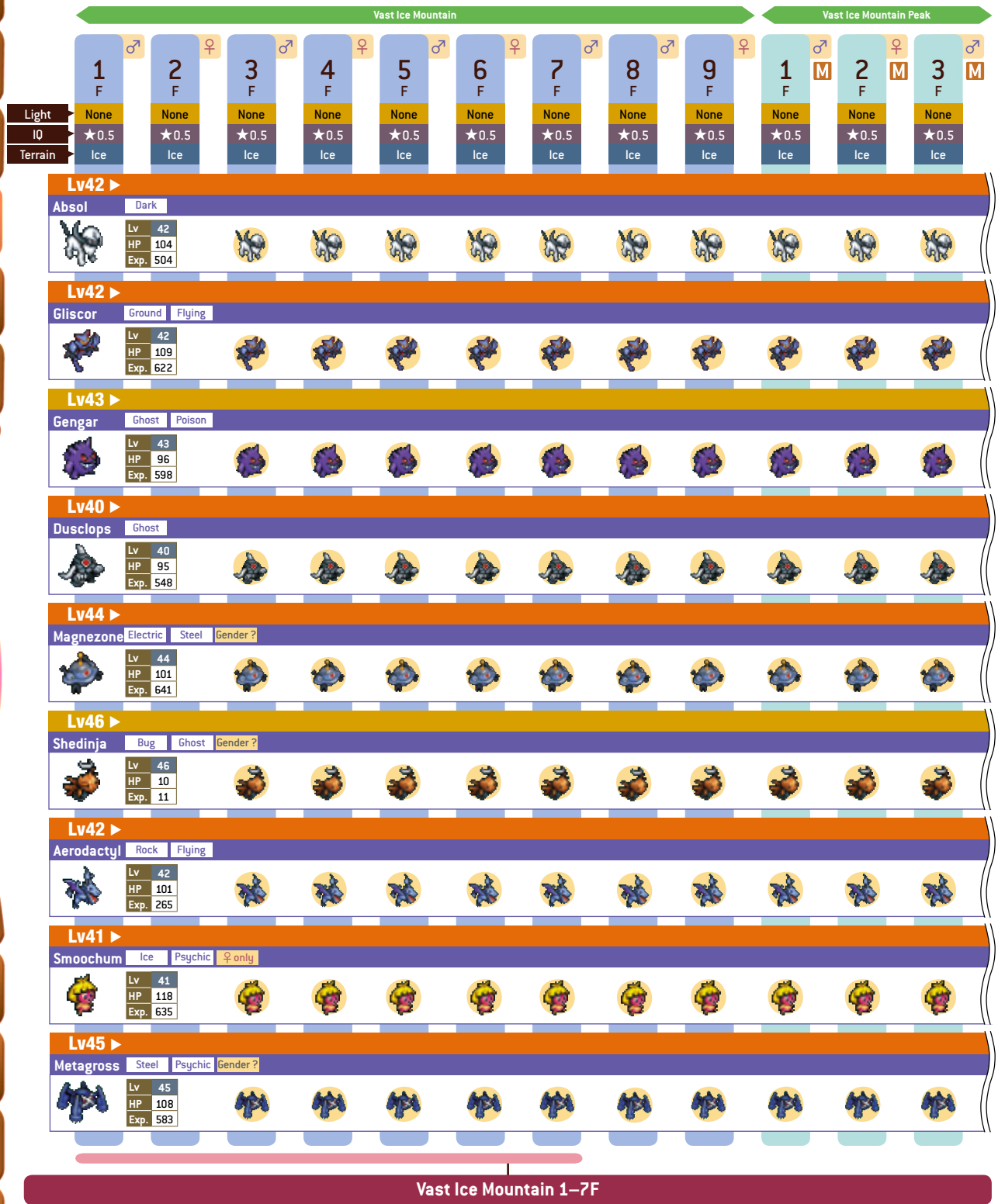
Once you throw a seed at Primal Dialga, switch your partners' tactics to "Go after foes." They'll jump right into the battle.



Primal Dialga is weak against Ground-type moves, so Dig does plenty of damage.

*1—Vast Ice Mountain Peak all floors *2—Vast Ice Mountain 1–9F, Vast Ice Mountain Peak 1–8F

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Vast Ice Mountain 1–7F

Status conditions aren't a problem once Celebi is on your team

Celebi joins your team here, and its Heal Bell cures the status conditions of all allies in the room. This is extremely useful when you're affected by Smoochum's Perish Song: deregister Celebi's other moves and have it cure your condition. But remember, Celebi's Heal Bell only has a range of three squares when you're in a corridor.

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Pokémon Dungeon Breakdown

Vast Ice Mountain

Vast Ice Mountain Peak

	4 F ♀ M	5 F ♂ M	6 F ♀ M	7 F ♂ M	8 F ♀ M	Pinnacle
Light	None	None	None	None	None	None
IQ	★0.5	★0.5	★0.5	★0.5	★0.5	★0.5
Terrain	Ice	Ice	Ice	Ice	Ice	Ice

Lv42 ▶ Absol — Dark

Lv	42
HP	104
Exp.	504

Lv42 ▶ Gliscor — Ground / Flying

Lv	42
HP	109
Exp.	622

Lv43 ▶ Gengar — Ghost / Poison

Lv	43
HP	96
Exp.	598

Lv40 ▶ Dusclops — Ghost

Lv	40
HP	95
Exp.	548

Lv44 ▶ Magnezone — Electric / Steel / Gender ?

Lv	44
HP	101
Exp.	641

Lv46 ▶ Shedinja — Bug / Ghost / Gender ?

Lv	46
HP	10
Exp.	11

Lv42 ▶ Aerodactyl — Rock / Flying

Lv	42
HP	101
Exp.	265

Lv41 ▶ Smoochum — Ice / Psychic / ♀ only

Lv	41
HP	118
Exp.	635

Lv45 ▶ Metagross — Steel / Psychic / Gender ?

Lv	45
HP	108
Exp.	583

Lv48 Primal Dialga — Steel / Dragon / Gender?

Lv	48
HP	?
Exp.	0

Traps Set

Name	Floor
Chestnut Trap	All Floors
Explosion Trap	All Floors
Grimy Trap	All Floors
Gust Trap	All Floors
Mud Trap	All Floors
Poison Trap	All Floors
Pokémon Trap	All Floors
PP-Zero Trap	All Floors

Name	Floor
Seal Trap	All Floors
Selfdestruct Trap	All Floors
Slow Trap	All Floors
Slumber Trap	All Floors
Spin Trap	All Floors
Trip Trap	All Floors
Warp Trap	All Floors

Obtainable Items

Vast Ice Mountain

Sticky: None

Name	Floor	Shop
Equipment		
Def. Scarf	All Floors	—
Insomniscope	All Floors	—
Pecha Scarf	All Floors	—
Persim Band	All Floors	—
Power Band	All Floors	—
Special Band	All Floors	—
Stamina Band	All Floors	—
Zinc Band	All Floors	—
Throwing Items		
Gravelerock	All Floors	—
Iron Thorn	All Floors	—
Food		
Apple	All Floors	—
Seeds • Berries		
Blinker Seed	All Floors	—
Cheri Berry	All Floors	—
Chesto Berry	All Floors	—
Eyedrop Seed	All Floors	—
Oran Berry	All Floors	—
Pecha Berry	All Floors	—
Rawst Berry	All Floors	—
Reviver Seed	All Floors	—
Totter Seed	All Floors	—
Health Drinks		
Max Elixir	All Floors	—
Wonder Orbs		
All-Hit Orb	All Floors	—
All-Mach Orb	All Floors	—
Decoy Orb	All Floors	—
Escape Orb	All Floors	—
Foe-Fear Orb	All Floors	—
Foe-Hold Orb	All Floors	—
Foe-Seal Orb	All Floors	—
Luminous Orb	All Floors	—
Petrify Orb	All Floors	—
Quick Orb	All Floors	—
Radar Orb	All Floors	—
Scanner Orb	All Floors	—
See-Trap Orb	All Floors	—
Spurn Orb	All Floors	—
Trapbust Orb	All Floors	—
Warp Orb	All Floors	—
Poké		
Poké	All Floors	—

Pinnacle

Level up Celebi to get an extra advantage for your boss battle

Celebi learns Nature Gift at Lv46; this move's type and power depend on what item the Pokémon is holding (p.690). When it holds a Reviver Seed or Reviser Seed, Nature Gift becomes a Ground-type move and thus more effective against Primal Dialga than Magical Leaf.

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Special Episode Adventure Chronicle

Special Episode 5 In the Future of Darkness



After entrusting your team with a mission, Grovyle leaps through the dimensional hole with Dusknoir and wakes up in the future. To buy some time while past events catch up to the present, Grovyle—though gravely injured—resolves to challenge Primal Dialga itself. Dusknoir, itself injured, goes after Grovyle to stop him .

Dusknoir finally corners Grovyle deep in the Barren Valley. The Sableye show up as well and things look hopeless, but something unexpected happens: the Sableye aren't just after Grovyle, they're attacking Dusknoir as well! Two enemies, Grovyle and Dusknoir, reluctantly team up and manage to defeat the Sableye.

This novel turn of events causes Dusknoir to make an offer to Grovyle: they should put their differences aside and continue the journey together. Grovyle is skeptical but, in his injured state, he could certainly use Dusknoir's help. Although still wary of each other, the two join forces and make it out of the Dark Wasteland.

They catch a Sableye who says a new Pokémon has replaced Dusknoir as Primal Dialga's servant. According to Sableye, it was this Pokémon—described as a deadly agent dispatched to the past—who ordered the Sableye to take down Dusknoir. Dusknoir, enraged that he's been replaced as Dialga's top servant, says he's going to Temporal Tower to confront Dialga.



But the Temporal Tower is already empty. Following a hunch that Primal Dialga might use Celebi to send the deadly agent to the past, Grovyle and Dusknoir head for Dusk Forest, then follow Celebi's tracks to Frozen Island, a desolate island in the south.

On Frozen Island, Grovyle is about to be trapped by falling ice when Dusknoir takes the hit instead to save his companion. Grovyle takes the injured Dusknoir and flees to a glacier, where Dusknoir asks Grovyle why he fights so hard for the sake of a future in which he has no place. Grovyle says it's important to do your utmost while you're still alive; that way, the life you lead is reflected in the future and your spirit still lives on. Dusknoir is moved by this thought—through the course of this hard journey, he's started to understand his former enemy Grovyle. The two resume their trek and find Celebi trapped in the Deep Icicle Forest, where a mysterious phenomenon occurs. Just as Grovyle and Dusknoir try to save Celebi, Dialga's servant finally reveals its true identity. But now, Dusknoir is in pain and Grovyle has gone as far as it can go. Primal Dialga finally appears and, in the midst of chaos, the past finally reaches out to the future. Time starts to move, the world's history begins to change. The true future of the planet is at hand. Gathering the last of their strength, Grovyle and friends challenge the rampaging Dialga, so that their spirits' light will touch future lives...

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5

Item Data









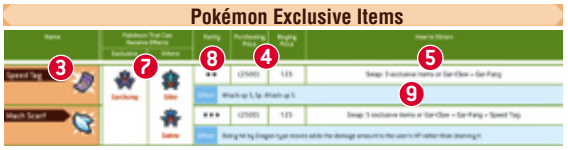

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Data 1 Item Data List

Introduction to items, their effects, and how to obtain them, including how to find them post-ending.

How to Use the Chart





1. **Category**—overall item categories.
2. **Usage / Notes**—common ways to use items in that category, and notes.
3. **Name**—item name and appearance.
4. **Buying and Selling Prices**—items' buying and selling prices. Listed prices for throwing items are listed per individual item. If an item that's not found in shops is sold to a dungeon shop, the price to buy back that item is listed in parentheses. [—] indicates the item cannot be bought or sold.
5. **How to Obtain**—differnet ways to obtain items. For each column, a [○] indicates the item is obtainable by that method, [X] indicates it is not not obtainable. [—] indicates not for sale or purchase.
   - **Treasure Town**—whether the item can be purchased at the Kecleon Market, and when in the storyline. During Special Episodes 1 and 3, Market inventory is the same as in the opening.
     - **Opening**—until the expedition team members are announced in Chapter 6.
     - **Middle**—until the end of Chapter 13.
     - **Ending**—until graduating from the guild.
     - **Post-Graduation**—after graduating from the guild.
   - **Dungeon**—whether the item is found in dungeons.
   - **Floor**—item can be found lying on the ground (except in Monster Houses). This also covers items you can get with the Pickup Ability or the Itemizer Orb.
     - **Shop**—sold in dungeon shops.
     - **M**—found in Monster Houses.
     - **Wall**—buried inside walls.
     - **Grab Bag**—found in Treasure Boxes in Secret Rooms, or Grab Bags from a Secret Bazaar. Access these rooms through secret staircases.
   - **Prize Ticket**—for Big Treasure prizes.
   - **Job Reward**—given for job rewards and Friend Rescues.
   - **Treasure Box**—found in Treasure Boxes dropped by enemies.
   - **Special Method**—other ways to obtain the item. If your Treasure Bag already contains the item that would normally appear on a treasure floor or in a Treasure Chamber (or the same kind of Treasure Box) you'll find a Reviver Seed instead. However, Deluxe Boxes on a treasure floor will always contain their items instead of Reviver Seeds.
     - **[Door]**—key is needed to unlock the door to the item.
     - **[Door + Water]**—item is blocked by a locked door and water terrain.
     - **[—]**—no obstruction.
   - **Swap**—what to swap for the item at Croagunk's Swap Shop.
6. **Description**—explains the item's effect when held or used. Effect ranges are the same as described for moves (p.685).
7. **Pokémon**—Pokémon affected by an exclusive item. The Pokémon that the item is intended for is indicated under "Exclusive," and other Pokémon who can use the item are listed under "Other."
8. **Rarity**—exclusive item rarity. Also used when swapping items (p.714).
9. **Effect**—the exclusive item's effect.

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Equipment

Usage Give to Pokémon to hold

Notes If a Pokémon is holding the item, that Pokémon receives the effect. If the Pokémon throws the item, it does 1 damage (if the item is sticky, it inflicts 2 damage).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Amber Tear	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Find in Treasure Chamber (Zero Isle West B40F).												
	Description	Easier for enemy Pokémon to become friends. More effective than Friend Bow. Works only when held by leader.												
Aqua-Monica	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Bottomless Sea.												
	Description	Easier to recruit Water-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Beauty Scarf	(1000)	1	X	X	X	X	X	X	X	X	X	X	★5—★9	○
	Description	Needed for Evolution of certain Pokémon (Feebas to Milotic). No special effect when held.												
Blue Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is cool sky blue).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Bounce Band	3500	350	X	X	X	X	○	○	X	X	X	X	—	X
	Description	Some projectiles hurled at user will be deflected back in the opposite direction. No effect if the opponent is using the Pierce Hurler IQ Skill or is in Pierce status. If item is thrown, not hurled, it will drop to the floor.												
Brown Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Marowak Dojo's Final Maze. You can also receive the Brown Bow upon entering the guild, depending on your Aura color.												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Cobalt Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is smart marine blue).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Curve Band	2500	250	X	X	X	X	○	○	X	X	X	X	—	X
	Special Method	At the Recycle Shop, swap for Oran Berry x 2 + Apple.												
	Description	Items hurled or thrown will curve in flight to follow the walls. No effect when using IQ Skill Pierce Hurler or in Pierce condition. Does not affect thrown items.												
Def. Scarf	2500	250	X	X	X	X	○	○	X	X	○	○	★1—★9	○
	Special Method	At the Recycle Shop, swap for Apple + Max Elixir + Escape Orb.												
	Description	Raises Defense by 8.												
Detect Band	7500	750	X	X	X	X	○	○	X	X	X	X	—	X
	Description	Makes it easier to dodge opponent's attack.												
Diet Ribbon	4500	450	X	X	X	X	X	○	X	X	X	X	—	X
	Description	Belly depletion rate doubles (+1 / p.41). Ally and enemy Pokémon have Ally Hunger status when holding the item or changing floors (they can't move, deals 1 point of damage).												
Dodge Scarf	5000	500	X	X	X	X	○	○	X	X	X	○	★7—★9	○
	Description	Items that are hurled or thrown at user will not hit.												
Fiery Drum	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Giant Volcano.												
	Description	Easier to recruit Fire-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Friend Bow	6500	650	X	X	X	X	○	○	X	X	○	○	—	X
	Special Method	Pick up at Treasure Chamber (Zero Isle North B45F (door)).												
	Description	Becomes easier to recruit enemy Pokémon. Only valid when leader holds it.												
Fuchsia Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is vivid pink).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Gaggle Specs	(3500)	350	X	X	X	X	○	X	X	X	X	X	—	X
	Description	Looks just like Goggle Specs. User is more likely to become the target of enemy Pokémon attacks.												
Goggle Specs	3500	350	X	X	X	X	X	○	X	X	X	X	—	X
	Description	When held, makes traps, secret stairs, and invisible Pokémon visible.												
Gold Ribbon	4000	2000	X	X	X	X	○	○	X	X	○	○	D—C, A	○
	Special Method	Find a Treasure Box in the Golden Chamber (p.27).												
	Description	No special effects. Can sell for a high price at shops.												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Golden Mask	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Find in Treasure Chamber (Zero Isle North B75F).												
	Description	Easier to recruit enemy Pokémon. More effective than the Seven Treasures. Works only when held by leader.												
Grass Cornet	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear the Mystery Jungle.												
	Description	Easier to recruit Grass-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Green Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is refreshing green).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Heal Ribbon	6500	350	X	O	O	O	O	O	X	X	O	O	S—★9	O
	Description	Natural HP recovery speed doubles. Belly depletion rate doubles (+1 /p.42). Ally and enemy Pokémon lose 10 Belly when they hold the item or change floors.												
Icy Flute	(5300)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Mt. Avalanche (p.251).												
	Description	Easier to recruit Ice-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Insomniscope	3500	350	X	O	O	O	O	O	X	X	O	X	B, S—★9	O
	Description	Prevents Sleeping, Nightmare, Napping, and Yawning status.												
IQ Booster	(5100)	510	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Find in Treasure Chamber (Inferno Cave B30F).												
	Description	IQ goes up when visiting certain dungeon floors.												
Joy Ribbon	3500	350	X	X	X	X	O	O	X	X	O	O	S—★6	O
	Special Method	Receive from Wigglytuff upon entering guild (if hero is Totodile, Mudkip, or Piplup).												
	Description	If damage is taken (except for damage caused by having Belly), Pokémon receives 5 Exp. points.												
Lime Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is bright green).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Lock-On Specs	4000	400	X	X	X	X	O	O	X	X	X	X	★6—★8	O
	Description	Makes it easier hurled or thrown items to hit the target. Items will not hit Pokémon that have a Dodge Scarf or Bounce Band equipped.												
Lunar Ribbon	(1000)	1	X	X	X	X	X	X	X	X	X	X	★5—★9	O
	Description	Needed for Evolution of certain Pokémon (Eevee to Umbreon, Gligar to Gliscor, Sneasel to Weavile, Chingling to Chimecho). No special effect when held.												
Minty Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is gentle mint green).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Miracle Chest	(8000)	500	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Find in Treasure Chamber (Zero Isle South B96F (door)).												
	Description	User receives 30% more Exp.												
Mobile Scarf	(8500)	300	X	X	X	X	O	X	X	X	X	O	★1—★5	O
	Description	Terrain ability changes to Pass-through (can move through any terrain except for unbreakable walls). All attacks can now cut corners.												
Munch Belt	2500	250	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Raises Attack by 8, Sp. Attack by 8. Belly depletion rate doubles (+1 / p.41). Ally and enemy Pokémon lose 10 Belly when holding the item or changing floors.												
No-Aim Specs	2000	200	X	X	X	X	O	O	X	X	X	X	—	X
	Special Method	At the Recycle Shop, swap for Oran Berry x 2 + Apple.												
	Description	Randomized the direction of thrown items.												
No-Slip Cap	(8000)	550	X	X	X	X	O	X	X	X	X	X	—	X
	Description	Opposite effect of the No-Stick Cap. Every few turns, one of the items in the Treasure Bag becomes sticky.												
No-Stick Cap	8000	550	X	X	X	X	O	O	X	X	X	O	★4—★9	O
	Description	When held, prevents user's equipment from becoming sticky, even when user trips a Sticky Trap.												
Orange Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is powerful orange).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Pass Scarf	6500	650	X	X	X	X	○	○	X	X	○	○	—	X
	Description	When user is hit by a move with a one-square range (that isn't cutting a corner), it passes along the effects to an adjacent Pokémon. Depletes 2 Belly with each use. (No effect when Belly is under 2.) No effect on boss floors.												
Patsy Band	1500	400	X	X	X	X	○	○	X	X	○	X	—	X
	Special Method	At the Recycle Shop, swap for Oran Berry x 3 + Apple.												
	Description	When held, raises user's chance of receiving critical hits. Probability increases by 15.												
Pecha Scarf	3500	350	X	○	○	○	○	○	X	X	○	X	D—B, S—★9	○
	Special Method	Reward from Chatot for sentry duty (p.713).												
	Description	Will not become Poisoned or Badly Poisoned.												
Persim Band	4500	450	X	○	○	○	○	○	X	X	○	X	C—B, S—★9	○
	Description	Will not become Confused.												
Pierce Band	8000	600	X	X	X	X	X	○	X	X	X	X	—	X
	Description	Projectiles and thrown items will continue indefinitely while piercing walls and Pokémon. All Pokémon hit will receive the projectiles effect. Does not affect thrown items that fly in an arc.												
Pink Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is uplifting pink).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Plain Ribbon	(100)	10	X	X	X	X	○	X	X	X	X	X	—	X
	Description	No special effect.												
Power Band	2500	250	X	○	○	○	○	○	X	X	○	○	D—B, S—★9	○
	Special Method	At the Recycle Shop, swap for Apple + Max Elixir + Escape Orb. Receive from Wigglytuff upon entering guild (if hero is Bulbasaur, Chikorita, Phanpy, or Treecko).												
	Description	Raises Attack by 12.												
Purple Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is mystic purple).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Racket Band	3000	300	X	X	X	X	○	○	X	X	○	X	★1—★8	○
	Description	Will waken sleeping enemy Pokémon upon entering a room.												
Red Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is burning red).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Rock Horn	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear World Abyss (p.258).												
	Description	Easier to recruit Rock-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Scope Lens	7500	450	X	X	X	X	○	○	X	X	○	○	—	X
	Description	Raises user's critical hit rate probability by 15.												
Silver Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is stately silver).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Sky Blue Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is clear aqua blue).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Sky Melodica	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Sky Stairway.												
	Description	Easier to recruit Flying-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Sneak Scarf	8000	800	X	X	X	X	○	○	X	X	X	○	—	X
	Description	Will not wake up an enemy Pokémon sleeping in an adjacent square.												
Space Globe	(9000)	1	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Destiny Tower.												
	Description	The power of moves is doubled.												
Special Band	3000	300	X	X	X	○	○	○	X	X	○	○	D—B, S—★9	○
	Special Method	At the Recycle Shop, swap for Apple + Max Elixir + Escape Orb. Receive from Wigglytuff upon entering guild (if hero is Charmander, Vulpix, Skitty, or Turtwig).												
	Description	Raises Special Attack by 12.												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Stamina Band	3500	350	X	○	○	X	○	○	X	X	○	X	S—★8	○
	Description	Belly depletion rate at 75% (-1 / p.41).												
Sun Ribbon	(1000)	1	X	X	X	X	X	X	X	X	X	X	★5—★9	○
	Special Method	Find a Treasure Box in the Golden Chamber (p.27).												
	Description	Needed for Evolution of certain Pokémon (Eevee to Espeon, Budew to Roselia, Happiny to Chansey, Riolu to Lucario). No special effect when held.												
Terra Cymbal	(5100)	510	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Clear Shimmer Desert.												
	Description	Easier to recruit Ground-type enemy Pokémon. More effective than Amber Tear. Works only when held by leader.												
Tight Belt	8000	800	X	X	X	X	X	○	X	X	X	X	—	X
	Description	When held, prevents Belly from going down. Belly is depleted when moving through walls, though.												
Trap Scarf	8000	800	X	X	X	X	X	○	X	X	X	X	—	X
	Description	When held, prevents user from setting off traps by stepping on them.												
Twist Band	3500	400	X	X	X	X	○	○	X	X	○	○	—	X
	Description	When held, prevents Attack and Sp. Attack from being lowered. However, if the user uses moves that lower its own Attack or Sp. Attack, it is still subject to those effects.												
Violet Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is elegant violet).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Viridian Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is deep green).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Warp Scarf	1200	120	X	X	X	○	○	○	X	X	○	X	—	X
	Description	Every several turns, user warps somewhere on the floor. No effect on boss floors.												
Weather Band	5000	500	X	X	X	X	○	○	X	X	○	○	★1—★9	○
	Description	User affected as if weather is Clear (floor does not change). No effect on other Pokémon.												
Whiff Specs	2500	250	X	X	X	X	○	○	X	X	X	X	—	X
	Description	When held, user's thrown items will miss their target.												
Wonder Chest	(8000)	500	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Find in Treasure Chamber (Zero Isle North B75F).												
	Description	User receives 15% more Exp.												
X-Ray Specs	9000	900	X	X	X	X	X	○	X	X	○	○	★3—★8	○
	Description	When held by leader, the location of items on the floor and enemy Pokémon are shown on the map. Also shows the Pokémon and items outside the range of visibility.												
Yellow Bow	(9500)	350	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Receive from Wigglytuff upon entering guild (if Aura color is good yellow).												
	Description	Raises Attack by 1, Defense by 1, Special Attack by 1, Special Defense by 1. Will not disappear after a failed expedition.												
Y-Ray Specs	9000	900	X	X	X	X	○	○	X	X	X	X	—	X
	Description	Item looks just like X-Ray Specs. The location of items on the floor and enemy Pokémon cannot be seen. When held by an ally or enemy Pokémon, inflicts the Blink condition (Pokémon single-mindedly advances, attacking if it cannot move forward).												
Zinc Band	3000	300	X	X	X	X	○	○	X	X	○	○	S—★9	○
	Special Method	At the Recycle Shop, swap for Apple + Max Elixir + Escape Orb. Receive from Wigglytuff upon entering guild (if hero is Squirtle, Pikachu, Eevee, or Shinx).												
	Description	Raises Special Defense by 8.												

Treasure Column

Look Out for Lookalike Items

Among the items that you can find in dungeons, there are items that are similar in name—but lookalike items are nothing like the useful items they resemble, and often have negative effects. Be careful!

Lookalike Items

- No-Slip Cap
- Gaggle Specs
- Y-Ray Specs
- Gravelyrock
- Oren Berry
- Via Seed
- Slip Seed
- Dough Seed
- Reviser Seed
- Dropeye Seed
- Mix Elixir
- Gone Pebble
- Wander Gummi



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Throwing Items

Usage Thrown, hurl.

Notes Can hold, sell, deposit, or retreive a total of 99 of each category of item. For throwing items, can attack enemies inside the wall or on the opposite side of a wall. If sticky Items and non-sticky Items are combined, everything will become non-sticky.

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Geo Pebble	25	2	O	O	O	O	O	O	X	X	O	X	—	X
	Description: Does 10 points of damage to the nearest enemy within a 90° 10-square range of your facing direction. If there are not enemies in range, thrown 2 squares ahead. Be careful! This can hit your partner. Not subject to the Long Toss, Pierce, and Curve Band effects.													
Gold Thorn	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method: Pick up at the destination floor after taking Treasure Hunt job.													
	Description: Deals damage by hitting the closest Pokémon in a straight line, 10-square range (power: ★7). 50% more damage when using the Power Pitcher IQ Skill.													
Gravelerock	50	5	O	O	O	O	O	O	X	X	O	X	E—B	O
	Description: Does 20 points of damage to the nearest enemy within a 90° 10-square range of your facing direction. If there are not enemies in range, thrown 2 squares ahead. Be careful! This can hit your partner. Not subject to the Long Toss, Pierce, and Curve Band effects.													
Iron Thorn	4	2	X	O	O	O	O	O	X	X	X	X	—	X
	Description: Deals damage by hitting the closest Pokémon in a straight line, 10-square range (power: ★3). 50% more damage when using the Power Pitcher IQ Skill.													
Rare Fossil	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method: Pick up at the target floor upon receiving Treasure Hunt job.													
	Description: Does 100 points of damage to the nearest enemy within a 90° 10-square range of your facing direction. If there are not enemies in range, thrown 2 squares ahead. Be careful! This can hit your partner. Not subject to the Long Toss, Pierce, and Curve Band effects.													
Silver Spike	6	3	X	O	O	O	O	O	X	X	X	O	—	X
	Description: Deals damage by hitting the closest Pokémon in a straight line, 10-square range (10 forward tiles) (power: ★4). 50% more damage when using the Power Pitcher IQ Skill.													
Stick	2	1	X	X	X	X	O	O	X	X	X	X	—	X
	Description: Deals damage by hitting the closest Pokémon in a straight line, 10-square range (power: ★3). 50% more damage when using the Power Pitcher IQ Skill.													

Food

Usage Eat, throw.

Notes Can turn to Grimy Food when you step on a Grimy Trap. Being struck by a thrown food item grants the same effects as eating the item (sticky food also deals 2 damage when thrown). Can be blended into drinks at Spinda's Juice Bar (p.718).

Name	Purchasing Price	Buying Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Apple	25	1	O	O	O	O	O	O	X	X	O	X	A	O
	Description: Restores 50 Belly. If eaten while full, maximum Belly goes up by 5.													
Big Apple	50	1	X	X	X	X	O	O	X	X	O	O	A	O
	Special Method: Appraise a Treasure Box from a Treasure Memo floor.													
	Description: Restores 100 Belly. If eaten while full, the maximum Belly goes up by 10.													
Golden Apple	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method: Pick up at the floor upon receiving Treasure Hunt job(p.53), appraise the Treasure Box from Golden Chamber (p.27).													
	Description: Maximum Belly goes up 50 and fully restores the Belly.													
Gravelyrock	50	5	X	X	X	X	O	X	X	X	X	X	—	X
	Description: Item looks just like a Gravelerock. Raises IQ by as much as eating two favorite Gummis, and recovers 10 Belly. If eaten while full, maximum Belly goes up by 5. However, the IQ boost only affects Bonsly and Sudowoodo.													
Grimy Food	(5)	1	X	X	X	X	O	X	X	X	X	X	—	X
	Special Method: While holding food or Gummis, trip a Grimy Trap.													
	Description: Recovers 30 Belly but can also lower Attack and Sp. Attack by 3 or inflict Shadow Hold, Poison, Paralysis, or Burn status. This effect is sometimes negated by the Gluttony Ability or Survivalist IQ Skill.													
Huge Apple	450	10	X	X	X	X	X	O	X	X	O	O	—	X
	Description: Fully restores Belly, and also raises maximum Belly by 10.													



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Gummis



Usage Eat, throw.

Notes If you eat over a certain number of your favorite Gummis in the dungeon, your stats may go up (p. 441). If you step on a Grimy Trap, it can change to Grimy Food. Being hit by a thrown Gummi grants the same effects as eating it. (Also deals 2 damage if sticky.) Can be blended into a drink at Spinda's Juice Bar (p.718).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	M	Wall	Grab Bag			
Black Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Dark-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Blue Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Water-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in the dungeon, may raise a stat by 1 (on rare occasions, all stats). Give to Manaphy at guild or Sharpedo Bluff.												
Brown Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Ground-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Clear Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Ice-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Gold Gummi	800	50	X	X	X	X	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Find the Treasure Box on a treasure floor. Find the Treasure Box in the Golden Room.												
	Description	Preferred by Psychic-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Grass Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Grass-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Gray Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Rock-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Green Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Bug-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Orange Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Fighting-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Pink Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Poison-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Purple Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Ghost-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Red Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Fire-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p.441). If eaten in the dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Royal Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Dragon-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Silver Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Steel-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Sky Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Flying-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
White Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—★3	O
	Special Method	Find the Treasure Box on a treasure floor.												
	Description	Preferred by Normal-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												
Wonder Gummi	—	—	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Find the Treasure Box on the treasure floor or the Treasure Memo Floor.												
	Description	If eaten in a Dungeon, may raise stats by 3 (on rare occasions, all status).												
Yellow Gummi	800	50	O	O	O	O	O	O	O	O	O	O	E—B, S—★3	O
	Special Method	Appraise the Treasure Box from a Treasure floor.												
	Description	Preferred by Electric-type Pokémon. Depending on the Pokémon type, raises IQ and restores between 5–30 Belly (p. 441). If eaten in a dungeon, may raise a stat by 1 (on rare occasions, all stats).												

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Type of Gummi \ Type of Pokémon	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Black Gummi	•	•	•	•	•	•	△	•	•	•	○	•	•	○	•	★	△
Blue Gummi	•	○	★	△	•	•	•	•	○	•	•	•	○	•	△	•	•
Brown Gummi	•	○	•	△	○	•	•	○	★	×	•	△	○	•	•	•	○
Clear Gummi	•	△	△	○	•	★	•	•	○	○	•	•	•	•	○	•	△
Gold Gummi	•	•	•	•	•	•	○	○	•	•	★	•	•	○	•	×	△
Grass Gummi	•	△	○	★	•	•	•	△	○	△	•	△	○	•	△	•	△
Gray Gummi	•	○	•	•	•	○	△	•	△	○	•	○	★	•	•	•	△
Green Gummi	•	△	•	○	•	•	△	△	•	△	○	★	•	△	•	○	△
Orange Gummi	○	•	•	•	•	○	★	△	•	△	△	△	○	×	•	○	○
Pink Gummi	•	•	•	○	•	•	•	★	△	•	•	•	△	△	•	•	×
Purple Gummi	×	•	•	•	•	•	•	•	•	•	○	•	•	★	•	△	△
Red Gummi	•	★	△	○	•	○	•	•	•	•	•	○	△	•	△	•	○
Royal Gummi	•	•	•	•	•	•	•	•	•	•	•	•	•	•	★	•	△
Silver Gummi	•	△	△	•	△	○	•	•	•	•	•	•	○	•	•	•	★
Sky Gummi	•	•	•	○	△	•	○	•	•	★	•	○	△	•	•	•	△
White Gummi	★	•	•	•	•	•	•	•	•	•	•	•	△	×	•	•	△
Wonder Gummi	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆	☆
Yellow Gummi	•	•	○	△	★	•	•	•	×	○	•	•	•	•	△	•	•

* Symbols in order of decreasing effectiveness: ☆ > ★ > ○ > • > △ > ×
* If the symbol is ☆, ★, ○, or •, eating a Gummi will sometimes raise a stat.
* A dual-type Pokémon only receives the highest applicable effect of eating a Gummi.
* Belly recovery amounts are ☆:50, ★:30, ○:20, •:15, △:10, ×:5



Seeds • Berries



Usage Eat, throw.

Notes Being hit by a thrown seed or berry grants the same effect as eating it (but does 2 HP of damage if sticky)(*1). If the Leader eats one while using the IQ Skill Earth Gift, effect extends to entire team (*1). Affects the power and type of the Natural Gift move (p. 690). Cannot catch. Can be blended into a drink at Spinda's Juice Bar (p. 718).

Name	Buying Price	Selling Price	How to Obtain: Treasure Town: Opening	Middle	Ending	Post-Graduation	Dungeon: Floor	Shop	M	Wall	Grab Bag	Prize Ticket	Job Reward	Enemy's Treasure Box
Blast Seed	30	15	○	X	X	X	○	○	X	X	○	X	A	○
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Deals 35 damage to the Pokémon in front and restores 5 Belly to the Pokémon who ate it (attack can cut corners). If thrown at a Pokémon, deals 25 damage and restores 5 Belly.													
Blinker Seed	50	5	X	X	X	X	○	○	X	X	○	X	—	X
Description	Inflicts Blink status (Pokémon cannot see anything but itself, and attacks hit both enemies and allies). Restores 5 Belly.													
Cheri Berry	80	8	○	○	○	○	○	○	X	X	○	X	A	○
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Cures Paralysis condition and restores 5 Belly.													
Chesto Berry	30	3	X	X	X	X	○	○	X	X	○	X	—	X
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Induces Sleepless status (protects against Yawning, Nightmare, Napping, and Sleeping status). Restores 5 Belly.													
Doom Seed	(20)	2	X	X	X	X	○	X	X	X	X	X	—	X
Description	Lowers Pokémon's level by 1 and restores 5 Belly.													
Dough Seed	(20)	2	X	X	X	X	○	X	X	X	X	X	—	X
Description	Looks just like a Doom Seed. Increases the amount of Poké found on the next floor.													
Dropeye Seed	(60)	6	X	X	X	X	○	X	X	X	X	X	—	X
Description	Grants Dropeye status (can ony see enemy Pokémon and items 1 to 2 squares ahead), and restores 5 Belly.													
Eyedrop Seed	60	6	X	X	X	X	○	○	X	X	○	○	—	X
Special Method	Appraise the Treasure Box from a Treasure Memo floor. At the Recycle Shop, swap for Max Elixir x 3.													
Description	Inflicts Eyedrop status (invisible traps, items, and Pokémon can be seen), and restores 5 Belly.													
Golden Seed	—	—	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Appraise a Treasure Box from a Golden Chamber.													
Description	Raises Pokémon 5 levels and restores 5 Belly.													

*1 Excludes Blast Seed, Reviser Seed, Reviver Seed

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Heal Seed	250	25	X	○	○	○	○	○	X	X	○	○	E~★7	○
Special Method	At the Recycle Shop, swap for Big Apple x2. Receive from Chatot as a reward for sentry duty.													
Description	Cures all status ailments and restores 5 Belly.													
Hunger Seed	50	5	X	X	X	X	○	○	X	X	○	○	S~★4	○
Description	Restores 5 Belly and temporarily lowers max Belly by 5. Ally or enemy Pokémon get Ally Hunger status (Pokémon cannot ony does 1 point of damage).													
Joy Seed	6500	650	X	X	X	X	○	○	X	○	○	○	★6~★9	○
Special Method	Appraise the Treasure Box from a treasure floor or a Treasure Memo floor. At the Recycle Shop, swap for Oran Berry x 3 + Plain Seed x 2. Can obtain using a Sky Gift (p.37).													
Description	Raises Pokémon 1 level and restores 5 Belly.													
Life Seed	3000	300	X	X	X	X	○	○	X	○	○	○	—	X
Special Method	Appraise the Treasure Box from a Treasure Memo floor. At the Recycle Shop, swap for Oran Berry x 3 + Plain Seed. Receive from Chatot as a reward for sentry duty. Can obtain using a Sky Gift (p. 37).													
Description	Raises HP and maximum HP by 3, and restores 5 Belly.													
Oran Berry	50	5	○	X	X	X	○	○	X	X	○	○	A	○
Special Method	Appraise the Treasure Box from a Treasure Memo floor. At the Recycle Shop, swap for Apple x 2. Receive from Chatot as reward for sentry duty.													
Description	Restores 100 HP and 5 Belly.													
Oren Berry	(50)	5	X	X	X	X	○	X	X	X	X	X	—	X
Description	Item looks just like Oran Berry. Deals 10 damage and restores 5 Belly.													
Pecha Berry	60	6	○	X	X	X	○	○	X	X	○	X	A	○
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Cures Poisoned or Badly Poisoned condition and restores 5 Belly.													
Plain Seed	6	1	X	X	X	X	X	○	X	X	○	X	—	X
Special Method	Lose all HP and use a Reviver Seed or Reviser Seed. Be defeated by Kecleon while holding items.													
Description	Restores 5 Belly.													
Pure Seed	150	20	X	X	X	○	○	○	X	X	X	○	—	X
Description	Warps the Pokémon to a regular floor tile in the 7x7 square area around the stairs, and restores 5 Belly. On a boss floor, only restores Belly.													
Quick Seed	30	15	X	X	X	X	○	○	X	X	○	X	—	X
Description	Raises Speed by 1 and restores 5 Belly.													
Rawst Berry	90	9	○	X	X	○	○	○	X	X	○	X	A	○
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Cures Burn condition and restores 5 Belly.													
Reviser Seed	(800)	80	X	X	X	X	○	X	X	X	X	X	—	X
Description	Looks just like a Reviver Seed. When HP reaches 0, the Pokémon does not revive and this turns into a Plain Seed. Only works for Pokémon using the Item Master IQ Skill. If eaten, restores 5 Belly. If thrown, deals 1 damage and restores 5 Belly.													
Reviver Seed	800	80	○	○	○	○	○	○	X	X	○	○	E~★7	○
Special Method	Appraise the Treasure Box from a treasure floor or a Treasure Memo floor. Pick up at Treasure Room (Happy Outlook B15F (p. 223)), Lost Wilderness (B15F(p. 235)). At the Recycle Shop, swap for Escape Orb x 2. Can obtain using a Sky Gift (p.37).													
Description	When HP reaches 0, this seed automatically restores all HP, PP, and Belly. Then turns into a Plain Seed. Only works for Pokémon using the Item Master IQ Skill. If eaten, restores 5 Belly. If thrown and hit, scores 1 damage and restores 5 Belly.													
Sitrus Berry	2500	250	X	X	X	X	○	○	X	○	○	○	—	X
Special Method	Raise the exploration team to Bronze Rank. Open a Treasure Box on a treasure floor or a Treasure Memo floor. Open a Treasure Box in a Golden Chamber (p. 27). Can obtain using a Sky Gift (p.37).													
Description	Restores 100 HP and 5 Belly. If eaten when HP is full, raises maximum HP by 2.													
Sleep Seed	70	35	○	○	○	X	○	○	X	X	○	X	—	X
Special Method	Appraise the Treasure Box from a Treasure Memo floor.													
Description	Inflicts Sleep status and restores 5 Belly.													
Slip Seed	(70)	35	X	X	X	X	○	X	X	X	X	X	—	X
Description	Item looks just like a Sleep Seed. Inflicts Slip status (Pokémon can walk across water) and restores 5 Belly.													
Stun Seed	50	5	○	X	X	○	○	○	X	X	○	X	—	X
Description	Causes Petrified status (Pokémon cannot act until hit by a move, etc.), and recover 5 Belly.													
Totter Seed	60	30	X	X	X	X	○	○	X	X	○	X	—	X
Description	Inflicts the Confuse condition (moves in random directions, attacks can hit both enemies and teammates). Restores 5 Belly.													
Vanish Seed	1000	100	X	X	X	○	X	○	X	X	○	○	★2~★7	○
Description	Grants invisible status (cannot be seen by other Pokémon), and restores 5 Belly.													

*1— Excludes Blast Seed, Reviver Seed, and Reviser Seed

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Via Seed	(350)	50	X	X	X	X	○	X	X	X	X	X	—	X
	Description	Item looks just like a Vile Seed. Warps Pokémon somewhere on the floor and restores 5 Belly.												
Vile Seed	350	50	X	X	X	X	○	○	X	X	○	○	C~B, S~★6	○
	Description	Lower Pokémon's Defense and Sp. Defense by 10, and restores 5 Belly.												
Violent Seed	150	20	○	○	○	○	○	○	X	X	○	○	C~B, S~★2	○
	Description	Raises both Attack and Sp. Attack by 10 and restores 5 Belly.												
Warp Seed	20	10	○	○	○	X	○	○	X	X	○	X	—	X
	Special Method	Appraise the Treasure Box on a Treasure Memo floor.												
	Description	Warps somewhere on the floor, and restores 5 Belly. On a boss floor, only restores Belly.												
X-Eye Seed	60	6	X	X	X	X	○	○	X	X	○	X	—	X
	Description	Pokémon is stricken with Cross-Eyed status (the appearance of stairs, items, Pokémon, and traps changes, but they appear on the map). Restores 5 Belly.												



Health Drinks

Usage Eat, throw.

Notes Being hit by a thrown Health Drink grants the same effect as drinking it (also deals 2 damage if sticky). Cannot catch. Can be blended into a drink at Spinda's Juice Bar (p.718).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Calcium	4000	400	X	X	X	X	○	○	X	○	○	○	★5~★9	○
	Special Method	Raise team to Super Rank. At the Recycle Shop, swap Oran Berry x 3 + Sleep Seed. Can obtain using Sky Gift (p.37).												
	Description	Raises Sp. Attack by 3 and restores 5 Belly.												
Ginseng	6000	600	X	X	X	X	○	○	X	○	○	○	—	X
	Special Method	Raise team to Gold Rank. Receive from Chatot as reward for sentry duty (p.37). Can obtain using a Sky Gift (p.37).												
	Description	Raises the added power of the top move on your move menu by 1 (on rare occasions, 3). Restores 5 Belly. Does not increase the power of moves that deal no damage, or whose damage is determined by special rules.												
Iron	4500	450	X	X	X	X	○	○	X	○	○	○	★5~★9	○
	Special Method	Raise team to Ultra Rank. At the Recycle Shop, swap Oran Berry x 3 + Blinker Seed. Can obtain using Sky Gift (p.37).												
	Description	Raises Defense raises by 3 and restores 5 Belly.												
Max Elixir	250	25	○	○	○	○	○	○	X	X	○	○	E~★4	○
	Special Method	Appraise the Treasure Box from a Treasure Memo floor. Receive from Chatot as reward for sentry duty (p.713).												
	Description	Completely restores all PP and restores 5 Belly.												
Mix Elixir	(250)	25	X	X	X	X	○	X	X	X	X	X	—	X
	Description	Looks just like a Max Elixir. Restores PP and 5 Belly, but PP recovery only works for Linoone.												
Nectar	(100)	1	X	X	X	X	X	X	X	X	X	○	—	○(*1)
	Special Method	Receive from Chatot as reward for sentry duty (p.713).												
	Description	Raises IQ as much as eating 2 favorite Gummis and restores 5 Belly.												
Protein	4000	400	X	X	X	X	○	○	X	○	○	○	★5~★9	○
	Special Method	Raise team to Diamond Rank. At the Recycle Shop, swap Oran Berry x 3 + X-Eye Seed. Receive from Chatot as reward for sentry duty (p.713). Can obtain using Sky Gift (p.37).												
	Description	Raises Attack raises by 3 and restores 5 Belly.												
Zinc	4500	450	X	X	X	X	○	○	X	○	○	○	★5~★9	○
	Special Method	Raise team to Silver Rank. At the Recycle Shop, swap Oran Berry x 3 + Totter Seed. Receive from Chatot as reward for sentry duty (p.713). Can obtain using Sky Gift (p.37).												
	Description	Raises Sp. Defense by 3 and restores 5 Belly.												

*1 — By using the Honey Gather Ability (p.60).

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TMs

Usage Use

Notes Can be used in both towns and dungeons, and once used turns into a Used TM. If the item is thrown does 1 damage (if sticky, 2 damage).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Aerial Ace	7500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Aerial Ace move (p.685).												
Attract	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Attract move (p.686).												
Avalanche	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Avalanche move (p.686).												
Blizzard	9000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Blizzard move (p.687).												
Brick Break	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Brick Break move (p.687).												
Brine	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Brine move (p.687).												
Bulk Up	8000	250	X	X	O	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Bulk Up move (p.688).												
Bullet Seed	6000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Bullet Seed move (p.688).												
Calm Mind	8000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Calm Mind move (p.688).												
Captivate	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Captivate move (p.688).												
Charge Beam	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Charge Beam move (p.688).												
Dark Pulse	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dark Pulse move (p.689).												
Dig	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dig move (p.689).												
Dive	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dive move (p.689).												
Dragon Claw	8000	250	X	X	O	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dragon Claw move (p.690).												
Dragon Pulse	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dragon Pulse move (p.690).												
Drain Punch	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Drain Punch move (p.690).												
Dream Eater	6500	250	X	X	X	O	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Dream Eater move (p.690).												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Earthquake	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Earthquake move (p.690).												
Embargo	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Embargo move (p.690).												
Endure	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Endure move (p.691).												
Energy Ball	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Energy Ball move (p.691).												
Explosion	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Explosion move (p.691).												
Facade	6000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Facade move (p.691).												
False Swipe	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn False Swipe move (p.691).												
Fire Blast	9000	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Fire Blast move (p.691).												
Flamethrower	8000	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Flamethrower move (p.691).												
Flash	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Flash move (p.691).												
Flash Cannon	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Flash Cannon move (p.692).												
Fling	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Fling move (p.692).												
Focus Blast	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Focus Blast move (p.692).												
Focus Punch	6000	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Focus Punch move (p.692).												
Frustration	6000	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Frustration move (p.692).												
Giga Drain	7000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Giga Drain move (p.692).												
Giga Impact	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Giga Impact move (p.692).												
Grass Knot	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Grass Knot move (p.692).												
Gyro Ball	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Gyro Ball move (p.693).												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Hidden Power	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Hidden Power move (p.693).											
Hyper Beam	9000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Hyper Beam move (p.694).											
Ice Beam	8000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Ice Beam move (p.694).											
Iron Tail	8000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Iron Tail move (p.694).											
Light Screen	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Light Screen move (p.695).											
Natural Gift	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Natural Gift move (p.697).											
Overheat	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Overheat move (p.697).											
Payback	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Payback move (p.697).											
Pluck	6500	250	X	X	X	O	O	O	X	X	O	X	—	X
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Pluck move (p.698).											
Poison Jab	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Poison Jab move (p.698).											
Protect	6000	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Protect move (p.698).											
Psych Up	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Psych Up move (p.698).											
Psychic	6000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Psychic move (p.698).											
Recycle	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Recycle move (p.699).											
Reflect	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Reflect move (p.699).											
Rest	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Rest move (p.699).											
Return	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Return move (p.699).											
Roar	6000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Roar move (p.699).											
Rock Polish	6500	250	X	X	O	O	O	O	X	X	O	O	—	X
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Rock Polish move (p.699).											

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Rock Slide	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Rock Slide move (p.699).											
Roost	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Roost move (p.700).											
Safeguard	6000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Safeguard move (p.700).											
Secret Power	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Secret Power move (p.700).											
Shadow Ball	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Shadow Ball move (p.700).											
Shadow Claw	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Shadow Claw move (p.700).											
Shock Wave	7500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Shock Wave move (p.701).											
Silver Wind	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Silver Wind move (p.701).											
Skill Swap	7000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Skill Swap move (p.701).											
Sleep Talk	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Sleep Talk move (p.701).											
Sludge Bomb	7500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Sludge Bomb move (p.701).											
SolarBeam	7000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn SolarBeam move (p.702).											
Stealth Rock	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Stealth Rock move (p.702).											
Steel Wing	7000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Steel Wing move (p.702).											
Stone Edge	6500	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Stone Edge move (p.702).											
Substitute	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Substitute move (p.703).											
Swagger	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Swagger move (p.703).											
Swords Dance	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Swords Dance move (p.703).											
Taunt	6000	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method		Swap with Numel at a Sky Peak checkpoint.											
	Description		Learn Taunt move (p.703).											

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Thief	6500	250	X	X	O	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Thief move (p.704).												
Thunder	9000	250	O	O	O	O	O	O	X	X	O	O	S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Thunder move (p.704).												
Thunder Wave	6500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Thunder Wave move (p.704).												
Thunderbolt	8000	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Thunderbolt move (p.704).												
Torment	6000	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Torment move (p.704).												
Toxic	6000	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Toxic move (p.704).												
Trick Room	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Trick Room move (p.704).												
Used TM	(1)	1	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Use the TM.												
	Description	A used-up TM. Cannot be deposited at Kangaskhan Storage. If Recycle move (p.699) is used, returns to its original state.												
U-turn	6500	250	X	X	X	O	O	O	X	X	O	X	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn U-turn move (p.704).												
Vacuum-Cut	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Vacuum-Cut move (p.704).												
Water Pulse	7500	250	O	O	O	O	O	O	O	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Water Pulse move (p.705).												
Wide Slash	6500	250	O	O	O	O	O	O	O	X	O	O	C~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Wide Slash move (p.705).												
Will-O-Wisp	6500	250	X	X	X	O	O	O	X	X	O	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Will-O-Wisp move (p.705).												
X-Scissor	6500	250	O	O	O	O	O	O	X	X	O	O	C~B, S~★9	O
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn X-Scissor move (p.705).												

HMs



Usage	Use
Notes	Can only be used in town, and does not turn into Used TM after use. Deals 1 damage when thrown (if sticky, deals 2 damage).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Cut	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Cut move (p.689).												
Defog	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Defog move (p.689).												
Fly	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Fly move (p.692).												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Rock Climb	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Rock Climb move (p.699).												
Rock Smash	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Rock Smash move (p.699).												
Strength	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Strength move (p.702).												
Surf	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Surf move (p.703).												
Waterfall	7500	250	X	X	X	X	O	O	X	X	X	O	—	X
	Special Method	Swap with Numel at a Sky Peak checkpoint.												
	Description	Learn Waterfall move (p.705).												

Wonder Orbs



Usage Use

Notes Only usable by the leader Pokémon (enemy Pokémon can use the Rollcall Orb). If used on a boss floor, has no effect and consumes the orb. Deals 1 damage when thrown (if sticky, deals 2 damage).

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
All-Hit Orb	150	30	O	O	O	O	O	O	O	X	O	O	—	X
	Description	Grants Focus Energy status (regular attacks and moves that can deal critical hits always do so) to all allies in the room (if used in a corridor, a 1–2 square area).												
All-Match Orb	150	30	O	O	O	O	O	O	O	X	O	O	—	X
	Description	Raises Speed of all allies on the floor by 1.												
Blowback Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Takes the closest Pokémon in the 10 squares directly ahead of the user and throws it for 10 squares away. If that Pokémon hits the wall or another Pokémon, both take 5 damage (p.72).												
Cleanse Orb	150	30	X	X	X	X	O	O	O	X	O	O	—	X
	Special Method	At the Recycle Shop, swap for Grimy Food x 3.												
	Description	Restores all sticky items in the Treasure Bag.												
Decoy Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Special Method	Appraise the Treasure Box from a Treasure Memo floor.												
	Description	Inflicts Decoy status (draws the attacks of other Pokémon). Multiple Pokémon cannot be decoys at the same time.												
Drought Orb	150	30	O	O	O	O	O	O	X	X	O	X	—	X
	Description	Drains all water and lava from the floor and changes the ground to normal. Disappears with no effect if used on a floor whose overall terrain-type is water (p.696).												
Escape Orb	150	1	O	O	O	O	O	X	X	X	X	O	—	X
	Special Method	Appraise the Treasure Box from a Treasure Memo floor. At the Recycle Shop, swap for Apple + Big Apple.												
	Description	Escape from the dungeon. If used while being attacked by Kecleon, has no effect and orb disappears.												
Evasion Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Raises Evasion by 1.												
Fill-In Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Changes water and lava terrain to normal floor.												
Foe-Fear Orb	150	30	O	O	O	O	O	O	O	X	O	O	—	X
	Description	Inflicts Terrified status (cannot attack and runs away from enemies) on all enemies in the room (if used in corridor, a 1–2 square area).												
Foe-Hold Orb	150	30	O	O	O	O	O	O	O	X	O	O	—	X
	Description	Inflicts Petrified status (cannot move until attacked) on all enemies in the room (if used in corridor, a 1–2 square area).												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Foe-Seal Orb	150	30	O	O	O	O	O	O	O	X	O	O	—	X
	Description	Inflicts Paused status (cannot move) on all enemies in the room (if used in corridor, a 1–2 square area).												
Hail Orb	70	30	O	O	O	O	O	O	X	X	O	X	—	X
	Description	Changes the weather to Hail. (Non-Ice-type Pokémon take 3 damage every 10 turns.)												
Hurl Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Hurls the enemy in front into another enemy in the room. (if used in corridor, a 1–2 square area). Both take 10 damage.												
Identify Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Pokémon holding items will have a "!" mark over their head.												
Invisify Orb	(150)	50	X	X	X	X	O	X	O	X	O	O	—	X
	Description	Gives user Invisible status (cannot be seen by other Pokémon).												
Itemizer Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Turns the enemy one square ahead into an item that can be found on the floor (effect can cut corners). Opponent's held item disappears. Probablity of hitting the target is very low.												
Lob Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Deals damage to the closest enemy within 2 squares straight ahead (Power: ★5).												
Longtoss Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Gives you Long Toss status (thrown items and projectiles fly for 99 squares).												
Luminous Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Shows the whole floor on the map (including stairs, items, Pokémon, and Wonder Tiles).												
Mobile Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Gives user Mobile status (can move through any terrain except for unbreakable walls, and all attacks can cut corners).												
Mug Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Deals damage to the nearest foe in the 10 squares directly ahead of the user (Power: ★3) and steals the foe's item. Cannot steal if foe is knocked out or if user already has a held item.												
One-Room Orb	(150)	30	X	X	X	X	O	X	X	X	X	X	—	X
	Description	Destroys all the walls on the floor to create one huge room. Water, lava, or pits terrian may be created along the edges (depending on the dungeon). Can reveal items in the wall. If used on a floor that does not have breakable walls, has no effect and the orb disappears.												
One-Shot Orb	500	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Defeats the enemy directly in front of user, by low probability of hitting the target.												
Petrify Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	Inflicts Petrified status on all enemies in the room (if used in a corridor, a 1–2 square area).												
Pierce Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Gives user Pierce status (thrown items and projectiles have unlimited range and can to pierce walls and Pokémon, dealing their effects to each Pokémon they pass through).												
Pounce Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
	Description	User is immediately transported straight ahead to the spot right in front of the nearest Pokémon or wall.												
Quick Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
	Description	Raises Speed of all allies in the room by 1 (if in corridor, 1–2 tile area).												
Radar Orb	150	30	X	X	X	X	O	O	O	X	O	O	—	X
	Special Method	Appraise the Treasure Box from a Treasure Memo floor.												
	Description	Gives user Power Ear status (identifies the position of Pokémon on the map, including Pokémon outside the range of visibility).												
Rainy Orb	70	30	O	O	O	O	O	O	X	X	O	O	—	X
	Description	Changes the weather to Rain. (Water-type moves deal 50% more damage, Fire-type moves deal half damage.)												

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Rebound Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Description		User takes on Mini-Counter status (if physically attacked by a Pokémon, does 1/4 of the damage in return).											
Rocky Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Inflicts damage on the enemy one square ahead and reduces Speed by 1 (has the same effect as the Rock Tomb move (p.700). Probability of hitting target is very low.											
Rollcall Orb	150	30	○	○	○	○	○	○	X	X	○	X	—	X
	Description		Warps all the allies on the floor to your location.											
Sandy Orb	70	30	○	○	○	○	○	○	X	X	○	X	—	X
	Description		Changes weather to Sandstorm. Pokémon, except for Ground-, Rock-, and Steel-types, take 3 damage every 10 turns.											
Scanner Orb	150	30	X	X	X	X	○	○	○	X	○	○	—	X
	Special Method		Appraise the Treasure Box from a Treasure Memo floor.											
	Description		Gives you Scanning status (item positions on the floor are indicated on the map and you can see items outside your range of visibility).											
See-Trap Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Description		Makes all the traps in the floor visible.											
Shocker Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Inflicts Cowering status (direction of their attack is opposite of what they choose and attacks hit both enemies and partners) on the closest enemy within 10 squares straight ahead of you.											
Silence Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Special Method		Appraise the Treasure Box from a Treasure Memo floor.											
	Description		Nearest enemy in a straight, 1-square range has Muzzled status (cannot use any items or moves that use its mouth).											
Sizebust Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Deals damage to the enemy one square ahead. The bigger the enemy's, the greater the damage inflicted (p.510). Always hits the target.											
Slow Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Reduces Speed by 1. Affects all enemies in the room (if used in corridor, a 1–2 square area).											
Slumber Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Special Method		Appraise the Treasure Box from a Treasure Memo floor.											
	Description		Inflicts Sleep status (cannot move or act) on all enemies in the room (if used in corridor, a 1–2 square area).											
Snatch Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Description		Gives you Snatch status (if a snatchable move is used on the floor, you can receive its effect).											
Spurn Orb	150	30	○	○	○	○	○	○	○	X	○	○	—	X
	Description		Warps all the enemies in the room (if used in corridor, a 1–2 square area) elsewhere on the floor.											
Stairs Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Displays the stairs location on the map.											
Stayaway Orb	150	30	X	X	X	X	○	○	X	X	○	X	—	X
	Description		Takes the nearest enemy (up to 10 squares straight ahead) and inflicts Petrified status (cannot attack until attacked), then warps them to the nearest stairs. If there is another Pokémon standing on stairs, enemy will be warped nearby.											
Sunny Orb	70	30	○	○	○	○	○	○	X	X	○	X	—	X
	Description		Changes weather to Sunny. (Fire-type moves deal 50% more damage, and Water-type moves deal half damage.)											
Switcher Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Description		Switches your position with the closest enemy Pokémon within 10 squares straight ahead of you.											
Totter Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Special Method		Appraise the Treasure Box from a Treasure Memo floor.											
	Description		Inflicts Confused status (movement direction is random, and attacks can hit both enemies and allies) on all enemies in the room (if used in corridor, a 1–2 square area).											
Transfer Orb	150	30	X	X	X	X	○	○	○	X	○	X	—	X
	Description		Switches the enemy one square aheadwith another Pokémon on the floor (effect can cut corners). Opponent's held item disappears.											

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Trapbust Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
Description	Makes all the traps in the room disappear.													
Trapper Orb	150	30	X	X	X	X	O	O	X	X	O	X	—	X
Description	Sets a trap (one of the traps that can appear on the floor; if no trap normaly appears on the floor, trap is a Chestnut Trap) at user's feet. Ally Pokémon will not trigger the trap. Orb disappears with no effect if used in a corridor or at the entrance/exit to a room.													
Trawl Orb	(150)	30	X	X	X	X	O	X	O	X	X	X	—	X
Description	Warps items on the floor to the normal floor tiles in a 5x5 square area centered on the user.													
Two-Edge Orb	(150)	30	X	X	X	X	O	X	X	X	X	X	—	X
Description	Drops HP to 1 for all enemies in the room (if used in a corridor, 1–2 square area). However, every time its used, your HP is cut by half. Probability of hitting the target is very low.													
Warp Orb	150	30	X	X	X	X	O	O	O	X	O	X	—	X
Description	Warps the closest Pokémon within the 10 squares straight ahead to somewhere within the floor.													





Evolution Items

Usage Used at Luminous Spring.

Notes Even if the item is not in your Treasure Bag, items deposited at Kangaskhan Storage can be used at Luminous Spring. Using this item in a Dungeon will consume it, with no effect. If the item is thrown, it deals 1 damage (if sticky, it deals 2 damage) .

Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Coronet Rock	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Nosepass to Probopass, Magneton to Magnezone).													
Dawn Stone	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Kirlia (♂) to Gallade, Snorunt (♀) to Froslass).													
Deepseascale	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Clamperl to Gorebyss).													
Deepseatooth	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Clamperl to Huntail).													
Dragon Scale	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Seadra to Kingdra).													
Dubious Disc	1000	1	X	X	X	X	X	O	X	X	X	X	★3~★9	O
Description	Needed for Evolution of specific Pokémon (Porygon2 to Porygon-Z).													

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Enemy's Treasure Box
			Opening	Middle	Ending	Post-Graduation	Floor	Shop	H	Wall	Grab Bag			
Dusk Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Misdreavus to Mismagius, Murkrow to Honchkrow).												
Electrizer	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Electabuzz to Electivire).												
Fire Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Eevee to Flareon, Growlithe to Arcanine, Vulpix to Ninetales).												
Frozen Rock	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Eevee to Glaceon).												
King's Rock	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Poliwhirl to Politoed, Slowpoke to Slowking).												
Leaf Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Weepinbell to Victreebel, Gloom to Vileplume, Nuzleaf to Shiftry, Exeggcute to Exeggutor).												
Link Cable	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Onix, Electabuzz, Haunter, Machoke, Graveler, Rhydon, Dusclops, Seadra, Scyther, Poliwhirl, Clamperl, Magmar, Porygon, Porygon2, Slowpoke, Kadabra).												
Magmarizer	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Magmar to Magmortar).												
Metal Coat	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Onix to Steelix, Scyther to Scizor).												
Moon Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Skitty to Delcatty, Nidorina to Nidoqueen, Nidorino to Nidoking, Clefairy to Clefable, Jigglypuff to Wigglytuff).												
Mossy Rock	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Eevee to Leafeon).												
Oval Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Happiny to Chansey).												
Protector	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Rhydon to Rhyperior).												
Razor Claw	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Sneasel to Weavile).												
Razor Fang	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Gligar to Gliscor).												
Reaper Cloth	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Dusclops to Dusknoir).												
Shiny Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Togetic to Togekiss, Roselia to Roserade).												
Sun Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Special Method	Appraise the Treasure Box from a Golden Chamber (p.27).												
	Description	Needed for Evolution of specific Pokémon (Gloom to Bellossom, Sunkern to Sunflora).												
Thunderstone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
	Description	Needed for Evolution of specific Pokémon (Eevee to Jolteon, Pikachu to Raichu).												

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Name	Buying Price	Selling Price	How to Obtain: Treasure Town: Opening	Middle	Ending	Post-Graduation	Dungeon: Floor	Shop	H	Wall	Grab Bag	Prize Ticket	Job Reward	Enemy's Treasure Box
Upgrade	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
Description	Needed for Evolution of specific Pokémon (Porygon to Porygon2).													
Water Stone	1000	1	X	X	X	X	X	○	X	X	X	X	★3~★9	○
Description	Needed for Evolution of specific Pokémon (Eevee to Vaporeon, Shellder to Cloyster, Poliwhirl to Poliwrath, Lombre to Ludicolo, Staryu to Starmie).													

Trick Box

Usage: Use.

Notes: If the item is thrown, deals 1 damage (if sticky, 2 damage).

Name	Buying Price	Selling Price	How to Obtain: Treasure Town: Opening	Middle	Ending	Post-Graduation	Dungeon: Floor	Shop	H	Wall	Grab Bag	Prize Ticket	Job Reward	Enemy's Treasure Box
Link Box	9000	150	X	X	X	X	○	○	X	X	○	○	★4~★9	○
Special Method	Trade at the Recycle Shop for Rawst Berry x 3 + Cheri Berry x 3 + Pecha Berry x 3 + Chesto Berry x 3. Can obtain using a Sky Gift (p.37).													
Description	Links and unlinks moves. Upon finishing linking, item disappears (if only used for unlinking, item will not disappear).													

Exclusive Items

Usage: Put in the Treasure Bag.

Notes: If the item is in the Treasure Bag, corresponding Pokémon supporters will receive the effect. However, multiples of the same item have no additional effects. Enemy Pokémon picking by the item will not receive any effects. If the item is thrown, deals 1 damage (if sticky, deals 2 damage). Type is indicated in red.

Name	Pokémon That Can Receive Effects: Exclusive	Others	Rarity	Purchasing Price	Buying Price	How to Obtain
White Silk	Normal-type	—	★	(5000)	150	Pick by on Treasure Floor (Zero Isle East B40F)
Effect	Raises Attack by 10, Defense by 7.					
Normal Dust			★	(5000)	150	Receive as Job Reward (★5~★9)
Effect	Raises Special Attack by 10, Special Defense by 7.					
White Gem			★★	(5000)	150	Swap: White Silk + Normal Dust
Effect	Protects against status ailments during Cloudy weather (p.71).					
Joy Globe			★★★	(5000)	150	Swap: White Silk + Normal Dust + White Gem
Effect	Will not receive damage from Fighting-type moves.					
Red Silk	Fire-type	—	★	(9500)	350	Pick by at Treasure Chamber (Midnight Forest B15F (door))
Effect	Raises Sp. Attack by 10, Sp. Defense by 7.					
Fire Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
Effect	Raises Sp. Attack by 10, Sp. Defense by 7.					
Fiery Gem			★★	(9500)	350	Swap: Red Silk + Fire Dust
Effect	Protects against status ailments during Sunny weather (p.71).					
Fiery Globe			★★★	(9500)	350	Swap: Red Silk + Fire Dust + Fiery Gem
Effect	Will not receive damage from Water-type moves.					
Blue Silk	Water-type	—	★	(9500)	350	Pick by at Treasure Chamber (Lake Afar B15F (door))
Effect	Raises Sp. Attack by 10, Sp. Defense by 7.					
Water Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
Effect	Raises Defense by 7, Sp. Defense by 7.					

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Name	Pokémon That Can Receive Effects		Rarity	Purchasing Price	Buying Price	How to Obtain
	Exclusive	Others				
Aqua Gem	Water-type	—	★★	(9500)	350	Swap: Blue Silk + Water Dust
			Effect	Protects against status ailments during Rainy weather (p.71).		
Aqua Globe			★★★	(9500)	350	Swap: Blue Silk + Water Dust + Aqua Gem
			Effect	Will not receive damage from Electric-type moves.		
Grass Silk	Grass-type	—	★	(9500)	350	Pick by in Treasure Chamber (Mt. Mistral 15F (door))
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Grass Dust			★	(9500)	350	Receive as Job Reward (★5～★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Grass Gem			★	(9500)	350	Swap: Grass Silk + Grass Dust
			Effect	If weather is Sunny, Speed increases by 1.		
Grass Globe			★	(9500)	350	Swap: Grass Silk + Grass Dust + Grass Gem
			Effect	Will not receive damage from Fire-type moves.		
Yellow Silk	Electric-type	—	★	(9500)	350	Pick by at Treasure Chamber (Shimmer Hill 15F (door))
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Thunder Dust			★	(9500)	350	Receive as Job Reward (★5～★9)
			Effect	Raises Attack by 10, Sp. Defense by 7.		
Thunder Gem			★★	(9500)	350	Swap: Yellow Silk + Thunder Dust
			Effect	If weather is Cloudy, Speed increases by 1.		
Volt Globe			★★★	(9500)	350	Swap: Yellow Silk + Thunder Dust + Thunder Gem
			Effect	Will not receive damage from Ground-type moves.		
Clear Silk	Ice-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B16F (door + water))
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Icy Dust			★	(9500)	350	Receive as Job Reward (★5～★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Icy Gem			★★	(9500)	350	Swap: Clear Silk + Icy Dust
			Effect	Protects against status ailments during Hail weather (p.71).		
Icy Globe			★★★	(9500)	350	Swap: Clear Silk + Icy Dust + Icy Gem
			Effect	Will not receive damage from Fire-type moves.		
Orange Silk	Fighting-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B26F (door + water))
			Effect	Raises Attack by 10, Defense by 7.		
Courage Dust			★	(9500)	350	Receive as Job Reward (★5～★9)
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Fight Gem			★★	(9500)	350	Swap: Orange Silk + Courage Dust
			Effect	If weather is Clear, Speed increases by 1.		
Power Globe			★★★	(9500)	350	Swap: Orange Silk + Courage Dust + Fight Gem
			Effect	Will not receive damage from Psychic-type moves.		
Pink Silk	Poison-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle West B9F (door))
			Effect	Raises Attack by 10, Defense by 7.		

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Name	Pokémon That Can Receive Effects		Rarity	Purchasing Price	Buying Price	How to Obtain
	Exclusive	Others				
Poison Dust	Poison-type	—	★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Poison Gem			★★	(9500)	350	Swap: Pink Silk + Poison Dust
			Effect	If weather is Cloudy, protects against status ailments (p.71).		
Poison Globe			★★★	(9500)	350	Swap: Pink Silk + Poison Dust + Poison Gem
			Effect	Will not receive damage from Ground-type moves.		
Brown Silk	Ground-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B10F (door))
			Effect	Raises Attack by 10, Defense by 7.		
Ground Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Earth Gem			★★	(9500)	350	Swap: Brown Silk + Ground Dust
			Effect	If weather is Sandstorm, status ailments will not affect you (p.71).		
Terra Globe			★★★	(9500)	350	Swap: Brown Silk + Gound Dust + Earth Gem
			Effect	Will not receive damage from Grass-type moves.		
Sky Silk	Flying-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B13F (door))
			Effect	Raises Attack by 10, Defense by 7.		
Sky Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Sky Gem			★★	(9500)	350	Swap: Sky Silk + Sky Dust
			Effect	If weather is Clear, Speed increases by 1.		
Sky Globe			★★★	(9500)	350	Swap: Sky Silk + Sky Dust + Sky Gem
			Effect	Will not receive damage from Electric-type moves.		
Gold Silk	Psychic-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle West B13F (door))
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Psyche Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Psyche Gem			★★	(9500)	350	Swap: Gold Silk + Psyche Dust
			Effect	Protects against status ailments during Foggy weather (p.71).		
Psyche Globe			★★★	(9500)	350	Swap: Gold Silk + Psyche Dust + Psyche Gem
			Effect	Will not receive damage from Dark-type moves.		
Green Silk	Bug-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B30F (door + water))
			Effect	Raises Attack by 10, Defense by 7.		
Wonder Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Guard Gem			★★	(9500)	350	Swap: Green Silk + Wonder Dust
			Effect	Protects against status ailments during Clear weather.		
Defend Globe			★★★	(9500)	350	Swap: Green Silk + Wonder Dust + Guard Gem
			Effect	Will not receive damage from Flying-type moves.		

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Name	Pokémon That Can Receive Effects		Rarity	Purchasing Price	Buying Price	How to Obtain
	Exclusive	Others				
Gray Silk	Rock-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle West B21F (door))
			Effect	Raises Attack by 10, Defense by 7.		
Rock Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Stone Gem			★★	(9500)	350	Swap: Gray Silk + Rock Dust
			Effect	If weather is Sandstorm, Speed increases by 1.		
Rock Globe			★★★	(9500)	350	Swap: Gray Silk + Rock Dust + Stone Gem
			Effect	Will not receive damage from Steel-type moves.		
Purple Silk	Ghost-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle West B29F (door))
			Effect	Raises Attack by 10, Defense by 7.		
Shady Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Sp. Attack by 10, Sp. Defense by 7.		
Shadow Gem			★★	(9500)	350	Swap: Purple Silk + Shady Dust
			Effect	If weather is Foggy, Speed increases by 1.		
Nether Globe			★★★	(9500)	350	Swap: Purple Silk + Shady Dust + Shadow Gem
			Effect	Will not receive damage from Ghost-type moves.		
Royal Silk	Dragon-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle East B20F (door))
			Effect	Raises Attack by 10, Sp. Attack by 7.		
Dragon Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Dragon Gem			★★	(9500)	350	Swap: Royal Silk + Dragon Dust
			Effect	If weather is Clear, protects against status ailments (p. 71)		
Dragon Globe			★★★	(9500)	350	Swap: Royal Silk + Dragon Dust + Dragon Gem
			Effect	Will not receive damage from Dragon-type moves.		
Black Silk	Dark-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle West B33F (door))
			Effect	Attack by 10, Sp. Attack by 7. Raises		
Dark Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Dark Gem			★★	(9500)	350	Swap: Black Silk + Dark Dust
			Effect	If weather is Foggy, protects against status ailments (p. 71)		
Dusk Globe			★★★	(9500)	350	Swap: Black Silk + Dark Dust + Dark Gem
			Effect	Will not receive damage from Fighting-type moves.		
Iron Silk	Steel-type	—	★	(9500)	350	Pick by at Treasure Chamber (Zero Isle North B35F (door + water))
			Effect	Raises Attack by 10, Defense by 7.		
Steel Dust			★	(9500)	350	Receive as Job Reward (★5~★9)
			Effect	Raises Defense by 7, Sp. Defense by 7.		
Metal Gem			★★	(9500)	350	Swap: Iron Silk + Steel Dust
			Effect	Protects against status ailments during Sandstorm weather (p. 71).		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Steel Globe	Steel-type	—	★★★	(9500)	350	Swap: Iron Silk + Steel Dust + Metal Gem
			Effect	Will not receive damage from Ground-type moves.		
Frozen Cape	Abomasnow	Snover	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Predict Torc	Abra	Kadabra Alakazam	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against moves being sealed, and against Encore and Taunted status.		
Perish Torc	Absol	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes counter-inflicts Perish Song status when hit by an attack from an adjacent Pokémon.		
Old Brooch	Aerodactyl	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	The Pressure Ability drains 2 more PP from the foe than usual.		
Iron Helmet	Aggron	Aron Lairon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Revenge Ruff	Aipom	Ambipom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Makes it easier to pick up items using the Pickup Ability.		
Sparkle Ruff	Alakazam	Abra Kadabra	★★★	(3500)	150	Swap: 5 exclusive items
			Effect	Being hit by a Dark-type moves may restore HP instead of doing damage.		
Cloud Ruff	Altaria	Swablu	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ice-type moves may restore HP instead of doing damage.		
Ambipom Bow	Ambipom	Aipom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Sacred Scarf	Ampharos	Mareep Flaaffy	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Guard Claw	Anorith	Armaldo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Shock Ruff	Arbok	Ekans	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	When hit with a Psychic-type move, may restore HP equal o damage that may have been received.		
Legend Bow	Arcanine	Growlithe	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Ariados Bow	Ariados	Spinarak	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Rigid Cape	Armaldo	Anorith	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	When hit with a Water-type move, may restore HP equal o damage that may have been received.		
Iron Torc	Aron	Lairon Aggron	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Freeze Veil	Articuno	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle North B19F (door))
			Effect	Sometimes maintain 1 HP, even if hit with attacks that would normally KO a Pokémon.		
Hope Robe	Azelf	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle East B15F (door))
			Effect	Sometimes warps user when its HP is below 25% and it is attacked by an adjacent Pokémon.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Azuma-Dew	Azumarill	Azurill Marill	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Azuma-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Stream Charm			★★	(2500)	125	Swap: 3 exclusive items or Azuma-Dew + Azuma-Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Dotted Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Azuma-Dew + Azuma-Card + Stream Charm
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Azuri-Dew	Azurill	Marill Azumarill	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Azuri-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Fount Charm			★★	(2500)	125	Swap: 3 exclusive items or Azuri-Dew + Azuri-Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Water Float			★★★	(2500)	125	Swap: 5 exclusive items or Azuri-Dew + Azuri-Card + Fount Charm
			Effect	Raises Max PP of all moves by 2.		
Blue Jewel		—	★★★	(2000)	100	Hatch Azurill from Egg (can be holding when hatched from Egg)
			Effect	Raises Max PP by 10.		
Crag Helmet	Bagon	Shelgon Salamence	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Bal-Brooch	Baltoy	Claydol	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, sometimes seal on of the moves from that Pokémon.		
Ominous Torc	Banette	Shuppet	★★★	(2500)	125	Swap: 5 exclusive items.
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Soak Scarf	Barboach	Whiscash	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, Evasion increases by 2.		
Block Brooch	Bastiodon	Shieldon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Bayleef Claw	Bayleef	Chikorita Meganium	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Bayleef Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Bayleef Seal			★★	(2500)	125	Swap: 3 exclusive items or Bayleef Claw + Bayleef Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Spice Bow			★★★	(2500)	125	Swap: 5 exclusive items or Bayleef Claw + Bayleef Card + Bayleef Seal
			Effect	Moves that damage your opponent and recover your own HP double their recovery points.		
Vivid Silk	Beautifly	Wurmple Silcoon Cascoon Dustox	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		

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Name	Pokémon That Can Receive Effects: Exclusive	Pokémon That Can Receive Effects: Others	Rarity	Buying Price	Selling Price	How to Obtain
Charge Scarf	Beedrill	Weedle, Kakuna	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Beldum Torc	Beldum	Metang, Metagross	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Damage received by explosions will always be 1.		
Bright Tiara	Bellossom	Oddish, Gloom, Vileplume	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against status ailments when in Sunny weather (p.71)		
Bell-Bow	Bellsprout	Weepinbell, Victreebel	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves damage received from explosions.		
Biba-Tooth	Bibarel	Bidoof	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Biba-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
River Charm			★★	(2500)	125	Swap: 3 exclusive items or Biba-Tooth + Biba-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Dam Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Biba-Tooth + Biba-Card + River Charm
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Bidoof Tooth	Bidoof	Bibarel	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Bidoof Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Fall Charm			★★	(2500)	125	Swap: 3 exclusive items or Bidoof Tooth + Bidoof Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Stolid Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Bidoof Tooth + Bidoof Card + Fall Charm
			Effect	Protects against Infatuated status.		
Blasto-Claw	Blastoise	Squirtle, Wartortle	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Blasto-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Blasto-Seal			★★	(2500)	125	Swap: 3 exclusive items or Blasto-Claw + Blasto-Card
			Effect	Raises Attack by 5, Defense by 3.		
Hydro Band			★★★	(2500)	125	Swap: 5 exclusive items or Blasto-Claw + Blasto-Card + Blasto-Seal
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Blazi-Claw	Blaziken	Torchic, Combusken	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Blazi-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Blazi-Seal			★★	(2500)	125	Swap: 3 exclusive items or Blazi-Claw + Blazi-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Blaze Torc	Blaziken	Torchic Combusken	★★★	(2500)	125	Swap: 5 exclusive items or Blazi-Claw + Blazi-Card + Blazi-Seal
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Blissey Song	Blissey	Happiny Chansey	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Blissey Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Amity Rock			★★	(2500)	125	Swap: 3 exclusive items or Blissey Song + Blissey Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Faith Ring			★★★	(2500)	125	Swap: 5 exclusive items or Blissey Song + Blissey Card + Amity Rock
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Bonsly Dew	Bonsly	Sudowoodo	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Bonsly Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Arid Tag			★★	(2500)	125	Swap: 3 exclusive items or Bonsly Dew + Bonsly Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Teary Cape			★★★	(2500)	125	Swap: 5 exclusive items or Bonsly Dew + Bonsly Card + Arid Tag
			Effect	Protects against critical hits.		
Drain Rock		—	★★★	(2500)	100	Hatch Bonsly from Egg (sometimes hatches holding item)
			Effect	Raises Max HP by 10.		
Thwart Bow	Breloom	Shroomish	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Being hit by Flying-type moves may restore HP instead of doing damage.		
Mirror Torc	Bronzong	Bronzor	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Budew Scarf	Budew	Roselia Roserade	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May recover 1 PP to one of user's moves when attacked by an adjacent Pokémon.		
Image Brooch	Bronzor	Bronzong	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may counter-inflict Blink status.		
Buizel Fang	Buizel	Floatzel	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Buizel Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Swimmer Rock			★★	(2500)	125	Swap: 3 exclusive items or Buizel Fang + Buizel Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Screw Torc			★★★	(2500)	125	Swap: 5 exclusive items or Buizel Fang + Buizel Card + Swimmer Rock
			Effect	If weather is Rain, raises Speed by 1.		
Bulba-Claw	Bulbasaur	Ivysaur Venusaur	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		

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	Exclusive	Others				
Bulba-Fang 	Bulbasaur	Ivysaur Venusaur	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Grass-Guard 			★★	(2500)	125	Swap: 3 exclusive items or Bulba-Claw + Bulba-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Leafy Tie 			★★★	(2500)	125	Swap: 5 exclusive items or Bulba-Claw + Bulba-Fang + Grass-Guard
			Effect	Raises Max HP by 10.		
Defrost Coat 	Buneary	Lopunny	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Frozen status.		
Straw Cape 	Burmy	Wormadam	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Glittery Bow 	Butterfree	Caterpie Metapod	★★★	(2500)	125	Swap: 5 exclusive items.
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Desert Sash 	Cacnea	Cacturne	★★★	(2500)	125	Swap: 5 exclusive items.
			Effect	If weather is Sandstorm, increases by 1.		
Cacturne Hat 	Cacturne	Cacnea	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Erupt Scarf 	Camerupt	Numel	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Carni-Bow 	Carnivine	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If you eat or drink food, Gummis, seeds, berries, or Health Drinks, recovers 10 HP.		
Carva-Sash 	Carvanha	Sharpedo	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Raises Speed by 1 in Rainy weather		
Guard Bow 	Cascoon	Wurmple Silcoon Beautfily Dustox	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against weather damage.		
Cast-Dew 	Castform	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Cast-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Cloud Rock 			★★	(2500)	125	Swap: 3 exclusive items or Cast-Dew + Cast-Card
			Effect	Damage received from explosions will always be 1.		
Weather Cape 			★★★	(2500)	125	Swap: 5 exclusive items or Cast-Dew + Cast-Card + Cloud Rock
			Effect	Protects against status ailments (p.71) when weather condition is Clear.		
Cater-Belt 	Caterpie	Metapod Butterfree	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User recovers 10 HP when it eats or drinks Food, Gummis, Seeds, Berries, or Health Drinks.		
Chrono Veil 	Celebi	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle South B1 5F (door))
			Effect	Every time floor changes, all moves recover by 1.		
Chansey Song 	Chansey	Happiny Blissey	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		

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	Exclusive	Others				
Chansey Card	Chansey	Happiny, Blissey	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Lucky Charm			★★	(2500)	125	Swap: 3 exclusive items or Chansey Song + Chansey Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Lucky Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Chansey Song + Chansey Card + Lucky Charm
			Effect	Sometimes restores 1 PP to one of user's moves upon being attacked by an adjacent Pokémon.		
Chariz-Claw	Charizard	Charmander, Charmeleon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Chariz-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Chariz-Seal			★★	(2500)	125	Swap: 3 exclusive items or Chariz-Claw + Chariz-Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Flame Bangle			★★★	(2500)	125	Swap: 5 exclusive items or Chariz-Claw + Chariz-Fang + Chariz-Seal
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Char-Claw	Charmander	Charmeleon, Charizard	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Char-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Fiery Heart			★★	(2500)	125	Swap: 3 exclusive items or Char-Claw + Char-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Heat Armlet			★★★	(2500)	125	Swap: 5 exclusive items or Char-Claw + Char-Fang + Fiery Heart
			Effect	Raises Max HP by 10.		
Charme-Claw	Charmeleon	Charmander, Charizard	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Charme-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Charme-Crest			★★	(2500)	125	Swap: 3 exclusive items or Charme-Claw + Charme-Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Kindle Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Charme-Claw + Charme-Fang + Charme-Crest
			Effect	If weather is Sunny, raises Speed by 1.		
Chatot Scarf	Chatot	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User sometimes bounces back the effects of an attack from an adjacent Pokémon, without receiving those effects itself.		
Cherrim Dew	Cherrim	Cherubi	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Cherrim Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Sweet Aroma			★★	(2500)	125	Swap: 3 exclusive items or Cherrim Dew + Cherrim Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		

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	Exclusive	Others				
Petal Dress 	 Cherrim	 Cherubi	★★★	(2500)	125	Swap: 5 exclusive items or Cherrim Dew + Cherrim Card + Sweet Aroma
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Cherubi Seed 	 Cherubi	 Cherrim	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Cherubi Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Cute Ore 			★★	(2500)	125	Swap: 3 exclusive items or Cherubi Seed + Cherubi Card
			Effect	Defense by 3, Sp. Defense by 3.		
Charm Bow 			★★★	(2500)	125	Swap: 5 exclusive items or Cherubi Seed + Cherubi Card + Cute Ore
			Effect	Raises Max PP for all moves up by 2.		
Chiko-Claw 	 Chikorita	 Bayleef  Meganium	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Chiko-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Dawn Jewel 			★★	(2500)	125	Swap: 3 exclusive items or Chiko-Claw + Chiko-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Fresh Bow 			★★★	(2500)	125	Swap: 5 exclusive items or Chiko-Claw + Chiko-Card + Dawn Jewel
			Effect	Raises Max HP by 10.		
Chim-Hair 	 Chimchar	 Monferno  Infernape	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Chim-Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Nimble Charm 			★★	(2500)	125	Swap: 3 exclusive items or Chim-Hair + Chim-Fang
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Ember Cap 			★★★	(2500)	125	Swap: 5 exclusive items or Chim-Hair + Chim-Fang + Nimble Charm
			Effect	Can counter-inflict Burn status when attacked by an adjacent Pokémon.		
Chime-Scarf 	 Chimecho	 Chingling	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Shine Torc 	 Chinchou	 Lanturn	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Paralyzed condition to that Pokémon.		
Ching-Torc 	 Chingling	 Chimecho	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Shops are more likely to appear.		
Clam-Brooch 	 Clamperl	Huntail Gorebyss	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves damage from explosions.		
Claydol Torc 	 Claydol	 Baltoy	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Clefa-Claw 	 Clefable	Cleffa Clefairy	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		

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	Exclusive	Others				
Clefa-Card	Clefable	Cleffa, Clefairy	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Moon Rock			★★	(2500)	125	Swap: 3 exclusive items or Clefa-Claw + Clefa-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Moon Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Clefa-Claw + Clefa-Card + Moon Rock
			Effect	Being hit by a Fighting-type moves may restore HP instead of doing damage.		
Clef-Claw	Clefairy	Cleffa, Clefable	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Clef-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Moon Jewel			★★	(2500)	125	Swap: 3 exclusive items or Clef-Claw + Clef-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Fairy Bow			★★★	(2500)	125	Swap: 5 exclusive items or Clef-Claw + Clef-Fang + Moon Jewel
			Effect	Raises Max PP of all moves by 2.		
Cleffa Dew	Cleffa	Clefairy, Clefable	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Cleffa Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Starry Ore			★★	(2500)	125	Swap: 3 exclusive items or Cleffa Dew + Cleffa Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Comet Ring			★★★	(2500)	125	Swap: 5 exclusive items or Cleffa Dew + Cleffa Card + Starry Ore
			Effect	If user is attacked by an adjacent Pokémon, sometimes inflicts Confused condition to that Pokémon.		
Fallen Star		—	★★★	(2000)	100	Hatch Cleffa from Egg (can be holding when hatched from Egg)
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Cover Armor	Cloyster	Shellder	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Nectar Bow	Combee	Vespiquen	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Combus-Sweat	Combusken	Torchic, Blaziken	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Combus-Claw			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Charge Tag			★★	(2500)	125	Swap: 3 exclusive items or Combus-Sweat + Combus-Claw
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Gutsy Band			★★★	(2500)	125	Swap: 5 exclusive items or Combus-Sweat + Combus-Claw + Charge Tag
			Effect	If weather is Sunny, raises Speed by 1.		
Bossy Scarf	Corphish	Crawdaunt	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Cringe status to that Pokémon.		

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	Exclusive	Others				
Eager Brooch 	 Corsola	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against damage from weather conditions.		
Cradily Bow 	 Cradily	 Lileep	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Steel-type moves may restore HP instead of doing damage.		
Hard Helmet 	 Cranidos	 Rampardos	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by foe's Reflect or Light Screen status.		
Cower Sash 	 Crawdaunt	 Corphish	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Lunar Veil 	 Cresselia	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Spacial Rift B9F (door))
			Effect	The effects of user's self-directed moves and Wonder Orbs are extended to the entire team.		
Croa-Torc 	 Croagunk	 Toxicroak	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Becomes easier for fallen Pokémon to drop Treasure Boxes.		
Slash Bow 	 Crobat	Zubat Golbat	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Croco-Fang 	 Croconaw	 Totodile  Feraligatr	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Croco-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Swirl Rock 			★★	(2500)	125	3 exclusive items or Croco-Fang + Croco-Card
			Effect	Raises Defense by 5, Sp. Defense by 3.		
Anger Scarf 			★★★	(2500)	125	5 exclusive items or Croco-Fang + Croco-Card + Swirl Rock
			Effect	When hit by an attack from an adjacent Pokémon, counter-attacks for 25% of the damage received.		
Cubone Scarf 	 Cubone	 Marowak	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Projectiles and thrown items will fly 99 tiles.		
Cynda-Hair 	 Cyndaquil	 Quilava  Typhlosion	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Cynda_Claw 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Blazing Rock 			★★	(2500)	125	Swap: 3 exclusive items or Cynda-Hair + Cynda-Claw
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Storm Sash 			★★★	(2500)	125	Swap: 5 exclusive items or Cynda-Hair + Cynda-Claw + Blazing Rock
			Effect	Raises Max HP by 10.		
Eclipse Robe 	 Darkrai	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle North B22F (door))
			Effect	If user is attacked by an adjacent Pokémon, may counter-inflict Nightmare status.		
Delcat-Hair 	Delcatty	Skitty	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Delcat-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		

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	Exclusive	Others				
Prim Pebble	Delcatty	Skitty	★★	(2500)	125	Swap: 3 exclusive items or Delcat-Hair + Delcat Fang
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Guard Collar			★★★	(2500)	125	Swap: Swap: 5 exclusive items or Delcat-Hair + Delcat Fang + Prim Pebble
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Snow Brooch	Delibird	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User can perform moves and regular attacks twice in a row when in Hail weather.		
Revive Robe	Deoxys	—	★★★	(2500)	125	Appraise the Treasure Box in the Treasure Chamber (Zero Isle North B22F (door))
			Effect	User's Pressure Ability drains 2 more PP from foes than usual.		
North Torc	Dewgong	Seel	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Time Shield	Dialga	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle South B15F (door))
			Effect	Halves all damage received by user.		
Diglett Hat	Diglett	Dugtrio	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against projectiles and thrown items.		
Ditto Torc	Ditto	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Becomes easier for shops to appear.		
Fight Torc	Dodrio	Doduo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Buddy Torc	Doduo	Dodrio	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Makes secret stairs appear.		
Donphan Fang	Donphan	Phanpy	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Donphan Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Don-Crest			★★	(2500)	125	Swap: 3 exclusive items or Donphan Fang + Donphan Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Armor Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Donphan Fang + Donphan Card + Don-Crest
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Aloft Mantle	Dragonair	Dratini Dragonite	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises all moves Max PP by 2.		
Mirage Cape	Dragonite	Dratini Dragonair	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ice-type moves may restore HP instead of doing damage.		
Dust Scarf	Drapion	Skorupi	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Dragon Sash	Dratini	Dragonair Dragonite	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Foggy, raises Evasion by 1.		
Drifbli-Gasp	Drifblim	Drifloon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		

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Drifbli-Card 	 Drifblim	 Drifloon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Easy Charm 			★★	(2500)	125	Swap: 3 exclusive items or Drifbli-Gasp + Drifbli-Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Breeze Scarf 			★★★	(2500)	125	Swap: 5 exclusive items or Drifbli-Gasp + Drifbli-Card + Easy Charm
			Effect	Being hit by a Ghost-type moves may restore HP instead of doing damage.		
Drifloo-Gasp 	 Drifloon	 Drifblim	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Drifloo-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Wind Heart 			★★	(2500)	125	Swap: 3 exclusive items or Drifloo-Gasp + Drifloo-Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Draft Ring 			★★★	(2500)	125	Swap: 5 exclusive items or Drifloo-Gasp + Drifloo-Card + Wind Heart
			Effect	Protects against projectiles and throw items.		
Drowzee Tie 	 Drowzee	 Hypno	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked physically by a Pokémon next to you, may counter-inflict Sleep status.		
Dugtrio Bow 	 Dugtrio	 Diglett	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Escape Scarf 	 Dunsparce	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Cloudy, Speed up 1 level.		
Illusion Bow 	 Dusclops	Duskull Dusknoir	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is attacked by an adjacent Pokémon, may counter-inflict Sleep status.		
Unlucky Sash 	 Dusknoir	Duskull Dusclops	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Duskull Ruff 	 Duskull	Dusclops Dusknoir	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Yawning, Sleep, Nightmare, and Napping status.		
Dustox Bow 	 Dustox	Wurmple Silcoon Beautifly Cascoon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Eevee Tail 	 Eevee	Vaporeon Jolteon Flareon Leafeon Glaceon Espeon Umbreon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Eevee Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Evolve Charm 			★★	(2500)	125	Swap: 3 exclusive items or Eevee Tail + Eevee Card
			Effect	Receive 12% more Exp.		
Prism Ruff 		—	★★★	(3500)	150	Eevee Tail + Eevee Card + Evolve Charm
			Effect	Protects against weather damage from weather conditions.		
Leash Bow 	 Ekans	 Arbok	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes counter-inflicts Shadow Hold when user takes damage from an adjacent Pokémon.		

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Name	Pokémon That Can receive effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Electa-Claw	Electabuzz	Elekid, Electivire	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Electa-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Charge Seal			★★	(2500)	125	3 exclusive items or Electa-Claw + Electa-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Volt Bangle			★★★	(2500)	125	5 exclusive items or Electa-Claw + Electa-Fang + Charge Seal
			Effect	Will not become Paralyzed.		
Electi-Claw	Electivire	Elekid, Electabuzz	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Electi-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Voltaic Rock			★★	(2500)	125	Swap: 3 exclusive items or Electi-Claw + Electi-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Voltaic Band			★★★	(2500)	125	Swap: 5 exclusive items or Electi-Claw + Electi-Card + Voltaic Rock
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Punish Torc	Electrike	Manectric	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, can counterattack for 1/4 the damage taken.		
Electro-Bow	Electrode	Voltorb	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Elekid Claw	Elekid	Electabuzz, Electivire	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Elekid Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Jolt Charm			★★	(2500)	125	Swap: 3 exclusive items or Elekid Claw + Elekid Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Current Ring			★★★	(2500)	125	Swap: 5 exclusive items or Elekid Claw + Elekid Card + Jolt Charm
			Effect	Raises Max PP of all moves by 2.		
Yellow Jewel		—	★★★	(2000)	100	Hatch Elekid from Egg (sometimes hatches holding item)
			Effect	Raises Max HP by 10.		
Empol-Claw	Empoleon	Piplup, Prinplup	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Empol-Horn			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Empol-Seal			★★	(2500)	125	Swap: 3 exclusive items or Empol-Claw + Empol-Horn
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Marine Crown			★★★	(2500)	125	Swap: 5 exclusive items or Empol-Claw + Empol-Horn + Empol-Seal
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		

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Name	Pokémon That Can receive effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Flare Fang 	 Entei	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle South B25F (door))
			Effect	User is not affected by foe's Reflect or Light Screen status.		
Light Collar 	 Espeon	—	★★★	(3500)	150	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	If attacked by an adjacent Pokémon, may inflict Confused status on the opponent.		
Repel Scarf 	 Exeggcute	 Exeggutor	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against being incapacitated and against Encore and Taunt status.		
Exeggu-Sash 	 Exeggutor	 Exeggcute	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Great Torc 	 Exploud	Whismur Loudred	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Bullseye Bow 	 Farfetch'd	—	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	User's Normal- and Fighting-type moves deal full damage to Ghost-type enemy Pokémon.		
Wing Scarf 	 Fearow	 Spearow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Admire Scarf 	 Feebas	 Milotic	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Fallen Pokémon may drop money.		
Feral-Claw 	 Feraligatr	 Totodile  Croconaw	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Feral-Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5. Raises		
Feral-Crest 			★★	(2500)	125	Swap 3 exclusive items or Feral-Claw + Feral-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Hydro Jaw 			★★★	(2500)	125	Swap: 5 exclusive items or Feral-Claw + Feral-Fang + Feral-Crest
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Swim Bow 	 Finneon	 Lumineon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Speed by 1 when in Rainy weather.		
Fluffy Scarf 	 Flaaffy	Mareep Ampharos	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives half damage from Sp. Attacks.		
Fire Collar 	 Flareon	—	★★★	(3500)	150	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Burn status to that Pokémon.		
Float-Fang 	 Floatzel	 Buizel	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Float-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Rescue Rock 			★★	(2500)	125	Swap: 3 exclusive items or Float-Fang + Float-Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Float Aid 			★★★	(2500)	125	Swap: 5 exclusive items or Float-Fang + Float-Card + Rescue Rock
			Effect	Being hit by an Electric-type moves may restore HP instead of doing damage.		

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	Exclusive	Others				
Red Glasses	Flygon	Trapinch Vibrava	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	When hit with an Ice-type move, can recover HP in ratio to damage that was to be received.		
Dense Poncho	Forretress	Pineco	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Flying-type moves may restore HP instead of doing damage.		
Froslass Bow	Froslass	Snorunt Glalie	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Body Collar	Furret	Sentret	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Gabite Claw	Gabite	Gible Garchomp	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Gabite Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Star Rock			★★	(2500)	125	Swap: 3 exclusive items or Gabite Claw + Gabite Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Meteor Torc			★★★	(2500)	125	Swap: 5 exclusive items or Gabite Claw + Gabite Fang + Star Rock
			Effect	User is not affected by enemy's Reflect or Light Screen status.		
Gallant Torc	Gallade	Ralts Kirlia Gardevoir	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Gar-Claw	Garchomp	Gible Gabite	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Gar-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Speed Tag			★★	(2500)	125	Swap: 3 exclusive items or Gar-Claw + Gar-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Mach Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Gar-Claw + Gar-Fang + Speed Tag
			Effect	Being hit by Dragon-type moves may restore HP instead of doing damage.		
Caring Scarf	Gardevoir	Ralts Kirlia Gallade	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Gastly Veil	Gastly	Haunter Gengar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Foggy, Evasion raises by 2.		
Gastro-Torc	Gastrodon	Shellos	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Sleep, Poison, or Paralyzed status.		
Sunglasses	Gengar	Gastly Haunter	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Geodude Torc	Geodude	Graveler Golem	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed doubles.		
Gible Fang	Gible	Gabite Garchomp	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		

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	Exclusive	Others				
Gible Card 	 Gible	 Gabite  Garchomp	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Dragon Jewel 			★★	(2500)	125	Swap: 3 exclusive items or Gible Fang + Gible Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Dragon Tie 			★★★	(2500)	125	Swap: 5 exclusive items or Gible Fang + Gible Card + Dragon Jewel
			Effect	Raises Max HP by 10.		
Reverse Bow 	 Girafarig	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes counter-inflicts Confused status when user is attacked by an adjacent Pokémon.		
Nether Veil 	 Giratina	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B25F (door))
			Effect	Sometimes counter-inflicts Constricted status when user is attacked by an adjacent Pokémon.		
Icy Collar 	 Glaceon	—	★★★	(3500)	150	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	May counter-inflict Frozen status when attacked by an adjacent Pokémon.		
Hail Scarf 	 Glalie	Snorunt Froslass	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves adds the damage amount to the user's HP rather than damage.		
Glameow Bow 	 Glameow	 Purugly	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon of a different gender, sometimes inflicts Infatuate status on that Pokémon.		
Takeoff Ruff 	 Gligar	 Gliscor	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Speed by 1 when in Sandstorm weather.		
Gliscor Cape 	 Gliscor	 Gligar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ice-type moves may restore HP instead of doing damage.		
Guard Hat 	 Gloom	Oddish Vileplume Bellossom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Doubles the amount of HP recovered by user's moves that damage the foe while restoring user's own HP.		
Absorb Scarf 	 Golbat	Zubat Crobat	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Moves that damage your opponent and recover your own HP double in recovery points.		
Goldeen Bow 	 Goldeen	 Seaking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, raise Speed up 1.		
Paddle Scarf 	 Golduck	 Psyduck	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Rugged Sash 	 Golem	Geodude Graveler	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Gore-Scarf 	 Gorebyss	Clamperl Huntail	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Stern Sash 	 Granbull	 Snubbull	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Rocky Torc	Graveler	Geodude Golem	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Damage caused by explosions will always be 1.		
Grimy Scarf	Grimer	Muk	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Blink status to that Pokémon.		

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	Exclusive	Others				
Grotle Twig	Grotle	Turtwig, Torterra	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Grotle Claw			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Grotle Crest			★★	(2500)	125	Swap: 3 exclusive items or Grotle Twig + Grotle Claw
			Effect	Raises Attack by 5, Defense by 3.		
Woody Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Grotle Twig + Grotle Claw + Grotle Crest
			Effect	Moves that damage your opponent and recover your own HP double in recovery points.		
Terra Ring	Groudon	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B25F (door))
			Effect	User's moves and regular attacks strike twice in a row when in Sunny weather.		
Grovy-Shoot	Grovyle	Treecko, Sceptile	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Grovy-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Jungle-Tag			★★	(2500)	125	Swap: 3 exclusive items or Grovy-Shoot + Grovy-Card
			Effect	Raises Defense by 3., Sp. Defense by 3.		
Grass Blade			★★★	(2500)	125	Swap: 5 exclusive items or Grovy-Shoot + Grovy-Card + Jungle Tag
			Effect	If user is physically attacked by an adjacent Pokémon, deal 1/4 of damage user took.		
Growl-Scarf	Growlithe	Arcanine	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 12% more Exp.		
Scheme Scarf	Grumpig	Spoink	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Dark-type moves may restore HP instead of doing damage.		
Gulpin Bow	Gulpin	Swalot	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If you eat or drink food, Gummis, seeds, berries, or Health Drinks, you recover 10 HP.		
Tempest Sash	Gyarados	Magikarp	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Happiny Dew	Happiny	Chansey, Blissey	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Happiny Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Play Tag			★★	(2500)	125	Swap: 3 exclusive items or Happiny Dew + Happiny Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Nurture Cape			★★★	(2500)	125	Swap: 5 exclusive items or Happiny Dew + Happiny Card + Play Tag
			Effect	User gets 5 Exp. when taking damage (except for hunger damage).		
White Jewel		—	★★★	(2000)	100	Hatch Happiny from Egg (can be holding when hatched from Egg)
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Thrust Belt	Hariyama	Makuhita	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		

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	Exclusive	Others				
Slip Scarf	Haunter	Gastly Gengar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Moves, thrown items, and Wonder Orb effects pass through your allies.		
Searing Ring	Heatran	—	★★★	(5000)	150	Appraise the Treasure Box in the Treasure Chamber (Zero Isle West B25F (door))
			Effect	Everytime floor changes, HP fully recovers.		
Horn Torc	Heracross	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by opponent's Reflect or Light Screen status.		
Thick Scarf	Hippopotas	Hippowdon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Evasion by 2 when weather is Sandstorm.		
Grit Veil	Hippowdon	Hippopotas	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Victory Belt	Hitmonchan	—	★★★	(3000)	100	Swap: Tyro-Sweat + Tyro-Card + Muscle Charm
			Effect	When attacked by an adjacent Pokémon, may seal one of the attackers moves.		
Counter Ruff	Hitmonlee	—	★★★	(3000)	100	Swap: Swap Tyro-Sweat + Tyro-Card + Muscle Charm
			Effect	If user is physically attacked by an adjacent Pokémon, deals the same amount of damage user took.		
Power Bangle	Hitmontop	—	★★★	(3000)	100	Swap: Tyro-Sweat + Tyro-Card + Muscle Charm
			Effect	User is not affected by foe's Reflect or Light Screen status.		
Honch-Cape	Honchkrow	Murkrow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Rainbow Veil	Ho-Oh	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle South B25F (door))
			Effect	When hit with an attack, user may dodge the effect and return it to the opponent.		
Expose Specs	Hoothoot	Noctowl	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User's Normal- and Fighting-type moves deal full damage to Ghost-type opponents.		
Zephyr Bow	Hoppip	Skiploom Jumpluff	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sunny, Evasion increases by 2.		
Horsea Bow	Horsea	Seadra Kingdra	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is attacked by an adjacent Pokémon, may counter-inflict Blink status.		
Pit Fang	Houndoom	Houndour	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Fighting-type move may restore HP instead of doing damage.		
Dark Choker	Houndour	Houndoom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may counter-inflict Cringe status..		
Deep Torc	Huntail	Clamperl Gorebyss	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by an Electric-type moves may restore HP instead of doing damage.		
Dream Coin	Hypno	Drowzee	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Iggly-Dew	Igglybuff	Jigglypuff	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Iggly-Card		Wigglytuff	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		

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Bouncy Charm	Igglybuff	Jigglypuff	★★	(2500)	125	Swap: 3 exclusive items or Iggly-Dew + Iggly-Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Pretty Bow		Wigglytuff	★★★	(2500)	125	Swap: 5 exclusive items or Iggly-Dew + Iggly-Card + Bouncy Charm
			Effect	Raises Max HP by 10.		
Fluffy Dust		—	★★★	(2000)	100	Hatch Igglybuff from Egg (can be holding when hatched from Egg)
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Evening Bow	Illumise	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises the odds that a defeated foe will drop a Treasure Box.		
Infern-Hair	Infernape	Chimchar	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Sp. Defense by 3.		
Infern-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Infern-Seal		Monferno	★★	(2500)	125	Swap: 3 exclusive items or Infern-Hair + Infern-Fang
			Effect	Sp. Attack by 5, Sp. Defense by 3..		
Blazing Ruff			★★★	(2500)	125	Swap: 5 exclusive items or Infern-Hair + Infern-Fang + Infern-Seal
			Effect	Being hit by Water -type moves may restore HP instead of doing damage.		
Ivy-Claw	Ivysaur	Bulbasaur	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Ivy-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Ivy-Crest		Venusaur	★★	(2500)	125	Swap: 3 exclusive items or Ivy-Claw + Ivy-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Plant Torc			★★★	(2500)	125	Swap: 5 exclusive items or Ivy-Claw + Ivy-Fang + Ivy-Crest
			Effect	Raises Max HP by 10.		
Jiggly-Song	Jigglypuff	Igglybuff	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Jiggly-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Slumber Rock		Wigglytuff	★★	(2500)	125	Swap: 3 exclusive items or Jiggly-Song + Jiggly-Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Snooze Ring			★★★	(2500)	125	Swap: 5 exclusive items or Jiggly-Song + Jiggly-Card + Slumber Rock
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Sleep status to that Pokémon.		
Wish Mantle	Jirachi	—	★★★	(5000)	150	Appraise the Treasure Box in the Treasure Chamber (Zero Isle South B15F (door))
			Effect	Every time floor changes, HP fully recovers.		
Volt Collar	Jolteon	—	★★★	(3500)	150	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	If user is attacked by an adjacent Pokémon, it can Paralyze the opponent.		
Cotton Torc	Jumpluff	Hoppip Skiploom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ice-type moves may restore HP instead of doing damage.		

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Name	Pokémon that can receive effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Jynx Song	Jynx	Smoochum	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Jynx Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Frozen Ore			★★	(2500)	125	Swap: 3 exclusive items or Jynx Song + Jynx Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 5.		
Ruin Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Jynx Song + Jynx Card + Frozen Ore
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Kabuto Hat	Kabuto	Kabutops	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Will not get Confused status.		
Kabu-Torc	Kabutops	Kabuto	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Psychic Torc	Kadabra	Abra Alakazam	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, sometimes seal one of the moves from that Pokémon.		
Kakuna Scarf	Kakuna	Weedle Beedrill	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Items that are shot or thrown against user may reflect back the way it came.		
Kang-Apron	Kangaskhan	—	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Easier for secret stairs to appear.		
Kecleon Torc	Kecleon	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Easier for shops to appear.		
Tornado Bow	Kingdra	Horsea Seadra	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dragon-type moves may restore HP instead of doing damage.		
Super Sash	Kingler	Krabby	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Magical Bow	Kirlia	Ralts Gardevoir Gallade	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User's Psychic-type moves deal full damage against Dark-type enemies.		
Koffing Bow	Koffing	Weezing	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, can make the opponent Blink.		
Krabby Bow	Krabby	Kingler	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed becomes double.		
Still Bow	Kricketot	Kricketune	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Kricke-Torc	Kricketune	Kricketot	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Flying-type moves may restore HP instead of doing damage.		
Seabed Veil	Kyogre	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Miracle Sea B3F (door))
			Effect	User's moves and regular attacks strike twice in a row when in Clear weather.		
Metal Bangle	Lairon	Aron Aggron	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Damage caused by explosions will always be 1.		

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	Exclusive	Others				
Lanturn Bow	Lanturn	Chinchou	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Lapras Song	Lapras	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Lapras Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Wavy Charm			★★	(2500)	125	Swap: 3 exclusive items or Lapras Song + Lapras Card
			Effect	Halves damage taken by explosions.		
Mystic Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Lapras Song + Lapras Card + Wavy Charm
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Larvitar Bow	Larvitar	Pupitar Tyranitar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Cringe status on that Pokémon.		
Heart Brooch	Latias	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B17F (door))
			Effect	If user is physically attacked by an adjacent Pokémon, may grant Invisible status.		
Eon Veil	Latios	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B17F (door))
			Effect	If attacked by an adjacent Pokémon, may raise Speed by 1.		
Virid Collar	Leafeon	—	★★★	(3500)	150	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, may counter-inflict Sleep, Poison, or Paralysis status.		
Ledian Bow	Ledian	Ledyba	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Morning Bow	Ledyba	Ledian	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Clear, raises Speed by 1.		
Flabby Belt	Lickilicky	Lickitung	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Lucky Scarf	Lickitung	Lickilicky	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Shops appear more frequently.		
Bind Scarf	Lileep	Cradily	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, may counter-inflict Shadow Hold status.		
Linoone Ruff	Linoone	Zigzagoon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Jolly Scarf	Lombre	Lotad Ludicolo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Evasion by 2 when weather is Rain.		
Allure Coat	Lopunny	Buneary	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Kelp Hat	Lotad	Lombre Ludicolo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Nice Bangle	Loudred	Whismur Exploud	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Yawning, Sleep, Nightmare, and Napping status.		

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	Exclusive	Others				
Lucario Fang 	Lucario 	Riolu 	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Lucario Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Pledge Rock 			★★	(2500)	125	Swap: 3 exclusive items or Lucario Fang + Lucario Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Ravage Ring 			★★★	(2500)	125	Swap: 5 exclusive items or Lucario Fang + Lucario Card + Pledge Rock
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Ludicolo Hat 	Ludicolo 	Lotad Lombre	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Silver Veil 	Lugia 	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Miracle Sea B3F (door))
			Effect	The Pressure Ability drains 2 more PP from the foe than usual.		
Lumi-Torc 	Lumineon 	Finneon 	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Lunaton-Torc 	Lunatone 	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Recovers 1 PP of one user's moves when user is attacked by an adjacent Pokémon.		
Luvdisc Torc 	Luvdisc 	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon of the opposite gender, may counter-inflict Infatuate status.		
Luxio Claw 	Luxio 	Shinx  Luxray 	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Luxio Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Spark Tag 			★★	(2500)	125	Swap: 3 exclusive items or Luxio Claw + Luxio Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Spark Scarf 			★★★	(2500)	125	Swap: 5 exclusive items or Luxio Claw + Luxio Fang + Spark Tag
			Effect	If user is physically attacked by an adjacent Pokémon, may counter-inflict Paralyze status.		
Luxray Claw 	Luxray 	Shinx  Luxio 	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Luxray Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Glare Tag 			★★	(2500)	125	Swap: 3 exclusive items or Luxray Claw + Luxray Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Glare Sash 			★★★	(2500)	125	Swap: 5 exclusive items or Luxray Claw + Luxray Fang + Glare Tag
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Machamp Belt 	Machamp 	Machop Machoke	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Strong Belt 	Machoke 	Machop Machamp	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Will not be affected by Reflect or Light Screen status.		

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	Exclusive	Others				
Impish Band	Machop	Machoke Machamp	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Magby Claw	Magby	Magmar Magmortar	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Magby Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Ember Jewel			★★	(2500)	125	Swap: 3 exclusive items or Magby Claw + Magby Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Coal Ring			★★★	(2500)	125	Swap: 5 exclusive items or Magby Claw + Magby Card + Ember Jewel
			Effect	Raises Max PP by 2 for all moves.		
Red Jewel		—	★★★	(2000)	100	Hatch Magby from Egg (can be holding when hatched from Egg)
			Effect	Raises Max HP by 10.		
Torrid Scarf	Magcargo	Slugma	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Magikarp Bow	Magikarp	Gyarados	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	PP may not reduce even using a move.		
Magmar Claw	Magmar	Magby Magmortar	★	(2500)	125	Receive as a Job Reward (★5~★9) or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items
			Effect	Raises Attack by 5.		
Magmar Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Erupt Ore			★★	(2500)	125	Swap: 3 exclusive items or Magmar Claw + Magmar Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Magma Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Magmar Claw + Magmar Card + Erupt Ore
			Effect	If weather is Sunny, Speed increases by 1.		
Magmor-Claw	Magmortar	Magby Magmar	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Magmor-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Vulcan Rock			★★	(2500)	125	Swap: 3 exclusive items or Magmor-Claw + Magmor-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Burning Torc			★★★	(2500)	125	Swap: 5 exclusive items or Magmor-Claw + Magmor-Card + Vulcan Rock
			Effect	Being hit by a Water-type moves may restore HP instead of doing damage.		
Magne-Torc	Magnemite	Magneton Magnezone	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Will not be Paralyzed.		
Magneton Bow	Magneton	Magnemite Magnezone	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Cloudy, raises Evasion by 2.		
Builder Sash	Magnezone	Magnemite Magneton	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		

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	Exclusive	Others				
Makuhit-Belt 	 Makuhita	 Hariyama	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, deal the same amount of damage that user took.		
Glacier Cape 	 Mamoswine	Swinub Piloswine	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Steel-type moves may restore HP instead of doing damage.		
Tidal Cape 	 Manaphy	—	★★★	(5000)	150	Swap: 5 exclusive items
			Effect	Recovers 20 HP after completing a move if user is on a waterway or on water terrain (p.696)		
Protect Mask 	 Manectric	 Electrike	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves adds the damage amount to user's HP, rather than draining it.		
Mankey Torc 	 Mankey	 Primeape	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Cringe status on that Pokémon.		
Mantine Foam 	 Mantine	 Mantyke	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Mantine Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Sunset Rock 			★★	(2500)	125	Swap: 3 exclusive items or Mantine Foam + Mantine Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Horizon Ribbon 			★★★	(2500)	125	Swap: 5 exclusive items or Mantine Foam + Mantine Card + Sunset Rock
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Mantyke Beam 	Mantyke	Mantine	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Mantyke Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Waft Rock 			★★	(2500)	125	Swap: 3 exclusive items or Mantyke Beam + Mantyke Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Ocean Bow 			★★★	(2500)	125	Swap: 5 exclusive items or Mantyke Beam + Mantyke Card + Waft Rock
			Effect	Raises Max HP by 10.		
Heal Dew 		—	★★★	(2000)	100	Hatch Mantyke from Egg (can be holding when hatched from Egg)
			Effect	Natural HP recovery speed is doubled.		
Wool Bow 	Mareep	Flaaffy Ampharos	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Yawning, Sleep, Nightmare, and Napping status.		
Marill Dew 	Marill	Azurill  Azumarill	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Marill Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Surfer Rock 			★★	(2500)	125	Swap: 3 exclusive items or Marill Dew + Marill Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Brine Scarf 			★★★	(2500)	125	Swap: 5 exclusive items or Marill Dew + Marill Card + Surfer Rock
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Shadow Hold status on that Pokémon.		

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	Exclusive	Others				
Marowak Torc	Marowak	Cubone	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Marsh-Mud	Marshtomp	Mudkip, Swampert	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Special Attack by 5.		
Marsh-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Special Defense by 3.		
Marsh-Crest			★★	(2500)	125	Swap: 3 exclusive items or Marsh-Mud + Marsh-Card
			Effect	Raises Special Attack by 5, Special Defense by 3.		
Marsh-Torc			★★★	(2500)	125	Swap: 5 exclusive items or Marsh-Mud + Marsh-Card + Marsh-Crest
			Effect	Sometimes counter-inflicts Shadow Hold status when taking a hit from an adjacent Pokémon.		
Blocking Bow	Masquerain	Surskit	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Deceit Mask	Mawile	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, can seal one of opponent's moves.		
Ponder Sash	Medicham	Meditite	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves adds the damage amount to user's HP rather than damage.		
Intuit Bow	Meditite	Medicham	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	In Clear weather, Evasion increases by 2.		
Megani-Claw	Meganium	Chikorita, Bayleef	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp Attack by 5.		
Megani-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Shiny Charm			★★	(2500)	125	Swap: 3 exclusive items or Megani-Claw + Megani-Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Bright Veil			★★★	(2500)	125	Swap: 5 exclusive items or Megani-Claw + Megani-Card + Shiny Charm
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Meowth Claw	Meowth	Persian	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Meowth Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Coin Charm			★★	(2500)	125	Swap: 3 exclusive items or Meowth Claw + Meowth Fang
			Effect	Raises Attack by 5, Special Attack by 5.		
Bling Ruff			★★★	(2500)	125	Swap: 5 exclusive items or Meowth Claw + Meowth Fang + Coin Charm
			Effect	Raises HP by 10.		
Charity Robe	Mesprit	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle East B15F (door))
			Effect	May warp the user when its HP is below 25% and it is attacked by an adjacent Pokémon.		
Meta-Torc	Metagross	Beldum, Metang	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User's Psychic-type moves deal full damage to Dark-type opponents.		

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	Exclusive	Others				
Metang Scarf	Metang	Beldum Metagross	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Defense Bow	Metapod	Caterpie Butterfree	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Life Ring	Mew	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B17F (door))
			Effect	Protects against status ailments.		
Havoc Robe	Mewtwo	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle West B17F (door))
			Effect	The Pressure Ability drains 2 more PP from the foe than usual.		
Dark Fang	Mightyena	Poochyena	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Grace Scarf	Milotic	Feebas	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by an Electric-type moves may restore HP instead of doing damage.		
Milky Scarf	Miltank	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed doubles.		
Junior Beam	Mime Jr.	Mr. Mime	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Junior Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Mimic Pebble			★★	(2500)	125	Swap: 3 exclusive items or Junior Beam + Junior Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Copy Mask			★★★	(2500)	125	Swap: 5 exclusive items or Junior Beam + Junior Card + Mimic Pebble
			Effect	User receives 5 Exp. when taking damage (except for hunger damage).		
Purple Gem		—	★★★	(2000)	100	Hatch Junior from Egg (can be holding when hatched from Egg)
			Effect	User's Psychic-type moves deal full damage to Dark-type opponents.		
Minun Tail	Minun	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Minun Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Volt Heart			★★	(2500)	125	Swap: 3 exclusive items or Minun Tail + Minun Card
			Effect	User receives 12% more Exp.		
Spark Tie			★★★	(2500)	125	Swap: 5 exclusive items or Minun Tail + Minun Card + Volt Heart
			Effect	Restores 1 PP to one of user's moves when user is attacked by an adjacent Pokémon.		
Misdrea-Cape	Misdreavus	Mismagius	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Perish Song status on that Pokémon.		
Magic Hat	Mismagius	Misdreavus	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Fire Veil	Moltres	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle North B19F (door))
			Effect	Sometimes maintian 1 HP, even if hit with attacks that would normally KO a Pokémon.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Monfer-Hair	Monferno	Chimchar, Infernape	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Monfer-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Monfer-Crest			★★	(2500)	125	Swap: 3 exclusive items or Monfer-Hair + Monfer-Fang
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Burst Sash			★★★	(2500)	125	Swap: 5 exclusive items or Monfer-Hair + Monfer-Fang + Monfer-Crest
			Effect	If weather is Sunny, raises Speed by 1.		
Mothim Bow	Mothim	Burmy Wormadam	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Mime Key	Mr. Mime	Mime Jr.	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Mime Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Bulwark Rock			★★	(2500)	125	Swap: 3 exclusive items or Mime Key + Mime Card
			Effect	Raises Defense by 3., Sp. Defense by 3.		
Barrier Bow			★★★	(2500)	125	Swap: 5 exclusive items or Mime Key + Mime Card + Bulwark Rock
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Mudkip Mud	Mudkip	Marshtomp, Swampert	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Mudkip Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Mud Jewel			★★	(2500)	125	Swap: 3 exclusive items or Mudkip Mud + Mudkip Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Speed Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Mudkip Mud + Mudkip Card + Mud Jewel
			Effect	Protects against projectiles and thrown items.		
Slimy Bow	Muk	Grimer	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Psychic-type moves may restore HP instead of doing damage.		
Munch-Drool	Munchlax	Snorlax	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Munch-Claw			★★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Tummy Charm			★★★	(2500)	100	Swap: 3 exclusive items or Munch-Drool + Munch-Claw
			Effect	Raises Attack by 5, Special Attack by 5.		
Glutton Cape			★★★	(2500)	125	Swap: 5 exclusive items or Munch-Drool + Munch-Claw + Tummy Charm
			Effect	Raises Max HP by 10.		
Murkrow Hat	Murkrow	Honchkrow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, sometimes seal on of the moves from that Pokémon.		

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	Exclusive	Others				
Lively Scarf	Natu	Xatu	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	It makes secret stairs appear easily.		
King Sash	Nidoking	Nidoran (♂) Nidorino	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Impact Torc	Nidoqueen	Nidoran (♀) Nidorina	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Pointy Scarf	Nidoran (♀)	Nidorina Nidoqueen	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises max PP of all moves by 2.		
Halve Scarf	Nidoran (♂)	Nidorino Nidoking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Return Scarf	Nidorina	Nidoran (♀) Nidoqueen	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 5 Exp. when taking damage (except for hunger damage).		
Thorny Scarf	Nidorino	Nidoran (♂) Nidoking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May recover 1 PP of one of user's moves when attacked by an adjacent Pokémon.		
Novice Scarf	Nincada	Ninjask Shedinja	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed is doubled.		
Nine-Hair	Ninetales	Vulpix	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Defense by 3.		
Nine-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Sp. Defense by 3.		
Nine-Seal			★★	(2500)	125	Swap: 3 exclusive items or Nine-Hair + Nine-Card
			Effect	Defense by 3, Sp. Defense by 3.		
Afire Collar			★★★	(2500)	125	Swap: 5 exclusive items or Nine-Hair + Nine-Card + Nine-Seal
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Ninja Ruff	Ninjask	Nincada Shedinja	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Noctowl Torc	Noctowl	Hoothoot	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Nose-Torc	Nosepass	Probopass	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Confused status.		
Numel Bow	Numel	Camerupt	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		
Nuzleaf Bow	Nuzleaf	Seedot Shiftry	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sunny, Evasion raises by 2.		
Psy Bow	Octillery	Remoraid	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Odd Bow	Oddish	Gloom Vileplume Bellossom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may Confuse the opponent.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Spike Brooch	Omanyte	Omastar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by foe's Reflect or Light Screen status.		
Aged Scarf	Omastar	Omanyte	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Trust Brooch	Onix	Steelix	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves the damage user receives from explosions.		
Pachi-Tooth	Pachirisu	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Pachi-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Rouse Charm			★★	(2500)	125	Swap: 3 exclusive items or Pachi-Tooth + Pachi-Card
			Effect	Protects against Confused status.		
Miracle Bow			★★★	(2500)	125	Swap: 5 exclusive items or Pachi-Tooth + Pachi-Card + Rouse Charm
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Air Blade	Palkia	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Miracle Sea B3F (door))
			Effect	User deals 50% more damage.		
Moving Scarf	Paras	Parasect	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Paralyzed status.		
Firm Hat	Parasect	Paras	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Stock Scarf	Pelipper	Wingull	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by an Electric-type moves may restore HP instead of doing damage.		
Persian Claw	Persian	Meowth	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Persian Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Insight Rock			★★	(2500)	125	Swap: 3 exclusive items or Persian Claw + Persian Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Noble Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Persian Claw + Persian Fang + Insight Rock
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Phanpy Claw	Phanpy	Donphan	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Phanpy Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Phanpy Tag			★★	(2500)	125	Swap: 3 exclusive items or Phanpy Claw + Phanpy Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Value Ruff			★★★	(2500)	100	Swap: 5 exclusive items or Phanpy Claw + Phanpy Card + Phanpy Tag
			Effect	Makes secret stairs appear.		

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	Exclusive	Others				
Phione Song	Phione	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Phione Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Wave Jewel			★★	(2500)	125	Swap: 3 exclusive items or Phione Song + Phione Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Ripple Cape			★★★	(2500)	125	Swap: 5 exclusive items or Phione Song + Phione Card + Wave Jewel
			Effect	Recovers 20 HP at the end of user's turn if user is on a waterway or water terrain (p.696).		
Marine Cache			★★★	(2000)	100	Swap: 5 exclusive items
			Effect	Heals status ailments at the end of user's turn if user is on a waterway or water terrain.		
Pichu Hair	Pichu	Pikachu Raichu	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Pichu Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Express Tag			★★	(2500)	125	Swap: 3 exclusive items or Pichu Hair + Pichu Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Shocker Cape			★★★	(2500)	125	Swap: 5 exclusive items or Pichu Hair + Pichu Card + Express Tag
			Effect	Raises Max PP of all moves by 2.		
Thundershard		—	★★★	(2000)	100	Hatch Pichu from Egg (can be holding when hatched from Egg)
			Effect	Sometimes using a move will not reduce its PP.		
Pidgeot Torc	Pidgeot	Pidgey Pidgeotto	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Rock-type moves may restore HP instead of doing damage.		
Pidgeo-Scarf	Pidgeotto	Pidgey Pidgeot	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Evasion by 2 when weather is Clear.		
Pidgey Bow	Pidgey	Pidgeotto Pidgeot	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against projectiles and thrown items.		
Pikachu Hair	Pikachu	Pichu Raichu	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Pikachu Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Volt Charm			★★	(2500)	125	Swap: 3 exclusive items or Pikachu Hair + Pikachu Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Volt Troc			★★★	(2500)	125	Swap: 5 exclusive items or Pikachu Hair + Pikachu Card + Volt Charm
			Effect	User is not affected by enemy's Reflect or Light Screen status.		
Frost Torc	Piloswine	Swinub Mamoswine	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes counter-inflicts Frozen status when attacked by an adjacent Pokémon.		
Robust Bow	Pineco	Forretress	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max HP by 10.		

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	Exclusive	Others				
Pinsir Sash	Pinsir	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by enemy's Reflect or Light Screen status		
Piplup Foam	Piplup	Prinplup Empoleon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Piplup Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Sea Ore			★★	(2500)	125	Swap: 3 exclusive items or Piplup Foam + Piplup Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Water Cape			★★★	(2500)	125	Swap: 5 exclusive items or Piplup Foam + Piplup Card + Sea Ore
			Effect	Raises Max HP by 10.		
Plusle Tail	Plusle	—	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Plulse Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Cheer Rock			★★	(2500)	125	Swap: 3 exclusive items or Plusle Tail + Plusle Card
			Effect	User receives 12% more Exp.		
Pulse Bow			★★★	(2500)	125	Swap: 5 exclusive items or Plusle Tail + Plusle Card + Cheer Rock
			Effect	May recover 1 PP to one of user's moves when user is attacked by an adjacent Pokémon.		
Rain Crown	Politoed	Poliwag Poliwhirl Poliwrath	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Damp Bow	Poliwag	Poliwhirl Poliwrath Politoed	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, Evasiveness raises 2 levels.		
Poli-Bow	Poliwhirl	Poliwag Poliwrath Politoed	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may Confuse the opponent.		
Bold Belt	Poliwrath	Poliwag Poliwhirl Politoed	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Flying-type moves may restore HP instead of doing damage.		
Heated Bow	Ponyta	Rapidash	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sunny, raise Speed up 1.		
Pooch-Collar	Poochyena	Mightyena	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sandstorm, raises Speed by 1.		
AI Brooch	Porygon	Porygon2 Porygon-Z	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	When hit by a move, changes user's Type to one that's strong against the Type of the attacking move.		
Virtual Bow	Porygon2	Porygon Porygon-Z	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Moves, Wonder Orbs, and thrown items pass through allies without hitting them.		
Best Scarf	Porygon-Z	Porygon Porygon2	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Nullify Belt	Primeape	Mankey	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		

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	Exclusive	Others				
Prin-Foam	Prinplup	Piplup, Empoleon	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Prin-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Prin-Crest			★★	(2500)	125	Swap: 3 exclusive items or Prin-Foam + Prin-Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Aqua Blade			★★★	(2500)	125	Swap: 5 exclusive items or Prin-Foam + Prin-Card + Prin-Crest
			Effect	If user is physically attacked by an adjacent Pokémon, deal 1/4 of damage that user took.		
Probo-Hat	Probopass	Nosepass	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Psyduck Hat	Psyduck	Golduck	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Clear, Evasion raises by 2.		
Pupita-Scarf	Pupitar	Larvitar, Tyranitar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves damage from explosions.		
Scary Belt	Purugly	Glameow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Fighting-type moves may restore HP instead of doing damage.		
Quag-Torc	Quagsire	Wooper	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Quila-Hair	Quilava	Cyndaquil, Typhlosion	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Quila-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Quila-Crest			★★	(2500)	125	Swap: 3 exclusive items or Quila-Hair + Quila-Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Volcano Torc			★★★	(2500)	125	Swap: 5 exclusive items or Quila-Hair + Quila-Card + Quila-Crest
			Effect	If weather is Sunny, raise Speed by 1.		
Qwilfish Bow	Qwilfish	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Bounces back projectiles and items thrown at user in the opposite direction.		
Raichu Hair	Raichu	Pichu, Pikachu	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Raichu Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Raichu Crest			★★	(2500)	125	Swap: 3 exclusive items or Raichu Hair + Raichu Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Zapper Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Raichu Hair + Raichu Card + Raichu Crest
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Bolt Fang	Raikou	—	★★★	(5000)	150	Swap: 5 exclusive items
			Effect	User is not affected by opponent's Reflect or Light Screen status.		

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Sensing Hat	Ralts	Kirlia Gardevoir Gallade	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises Max PP of all user's moves by 2.		
Skull Helmet	Rampardos	Cranidos	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Steel-type moves may restore HP instead of doing damage.		
Sunlight Bow	Rapidash	Ponyta	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Overcome Bow	Raticate	Rattata	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Ratta-Scarf	Rattata	Raticate	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by enemy's Reflect or Light Screen status.		
SkyHigh Veil	Rayquaza	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Spacial Rift B9F (door))
			Effect	If weather is Clear, can make 2 consecutive attacks using moves or regular attacks.		
Ice Sash	Regice	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Concealed Ruin B29F (door))
			Effect	Halves damage received from physical attacks.		
Ancient Ring	Regigigas	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Concealed Ruin B29F (door))
			Effect	Protects against status ailments.		
Rock Sash	Regirock	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Concealed Ruin B29F (door))
			Effect	Halves damage received from physical attacks.		
Steel Sash	Registeel	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Concealed Ruin B29F (door))
			Effect	Halves damage received from physical attacks.		
Reli-Torc	Relicanth	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects user against being incapacitated, and against Encore and Taunted status.		
Reach Bow	Remoraid	Octillery	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Projectiles and thrown items will fly 99 tiles.		
Pierce Drill	Rhydon	Rhyhorn Rhyperior	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by enemy's Reflect or Light Screen status.		
Solid Shield	Rhyhorn	Rhydon Rhyperior	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Damage caused by explosions will always be 1.		
Rhyperi-Torc	Rhyperior	Rhyhorn Rhydon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Riolu Tail	Riolu	Lucario	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Riolu Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Valiant Rock			★★	(2500)	125	Swap: 3 exclusive items or Riolu Tail + Riolu Card
			Effect	Raises Defense by 3, Sp. Attack by 3.		
Emit Ring			★★★	(2500)	125	Swap: 5 exclusive items or Riolu Tail + Riolu Card + Valiant Rock
			Effect	User's Normal and Fighting-type moves deal full damage to Ghost-type opponents.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Brave Dust 	 Riolu	—	★★★	(2000)	100	Hatch Riolu from Egg (can be holding when hatched from Egg)
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Thorned Torc 	 Roselia	Budew Roserade	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If physically attacked by an adjacent Pokémon, can counterattack for 1/4 the damage taken.		
Bouquet Cape 	 Roserade	Budew Roselia	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Plasma Veil 	 Rotom	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Deep Spacial Rift B9F (door))
			Effect	If user is physically attacked by an adjacent Pokémon, may counter-inflict Paralyze status.		
Sable-Scope 	 Sableye	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Blink status on that Pokémon.		
Sala-Cape 	 Salamence	Bagon Shelgon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ice-type moves may restore HP instead of doing damage.		
Sand-Scarf 	 Sandshrew	 Sandslash	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Sandy Torc 	 Sandslash	 Sandshrew	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Scept-Claw 	 Sceptile	 Treecko  Grovyle	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Scept-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Scept-Seal 			★★	(2500)	125	Swap: 3 exclusive items or Scept-Claw + Scept-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Drain Bangle 			★★★	(2500)	125	Swap: 5 exclusive items or Scept-Claw + Scept-Card + Scept-Seal
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Scizor Wing 	 Scizor	 Scyther	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Scizor Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Steel Charm 			★★	(2500)	125	Swap: 3 exclusive items or Scizor Wing + Scizor Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Red Armlet 			★★★	(2500)	125	Swap: 5 exclusive items or Scizor Wing + Scizor Card + Steel Charm
			Effect	Being hit by Flying-type moves may restore HP instead of doing damage.		
Scyther Fang 	 Scyther	 Scizor	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Scyther Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Ambush Rock 			★★	(2500)	125	Swap: 3 exclusive items or Scyther Fang + Scyther Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		

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	Exclusive	Others				
Strike Ruff	Scyther	Scizor	★★★	(2500)	125	Swap: 5 exclusive items or Scyther Fang + Scyther Card + Ambush Rock
			Effect	Protects against projectiles and thrown items.		
Swirl Scarf	Seadra	Horsea Kingdra	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, Speed increases by 1.		
Seaking Bow	Seaking	Goldeen	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Safe Scarf	Sealeo	Spheal Walrein	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, raise Speed up 1.		
Seedot Hat	Seedot	Nuzleaf Shiftry	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Raises HP by 10.		
Gentle Bow	Seel	Dewgong	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May recover 1 PP to one of user's moves when attacked by an adjacent Pokémon.		
Ruff	Sentret	Furret	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	During Cloudy weather, Speed increases by 1.		
Seviper Bow	Seviper	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may counter-inflict Cringe status.		
Vicious Bow	Sharpedo	Carvanha	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Purify Veil	Shaymin	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user has teammates that are Poisoned or Badly Poisoned, user will recover 10 HP on next turn.		
Awe Mantle	Shedinja	Nincada Ninjask	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ghost-type moves may restore HP instead of doing damage.		
Outlast Bow	Shelgon	Bagon Salamence	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Damage caused by explosions will always be 1.		
Shell-Torc	Shellder	Cloyster	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Rain, Evasion increases by 2.		
Awake Bow	Shellos	Gastrodon	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Raises Speed by 1 in Rainy weather.		
Rebound Bow	Shieldon	Bastiondon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Projectiles and items thrown at you will rebound in the opposite direction.		
Shiftry Belt	Shiftry	Seedot Nuzleaf	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Bug-type moves may restore HP instead of doing damage.		
Shinx Claw	Shinx	Luxio	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Shinx Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Flash Tag		Luxray	★★	(2500)	125	Swap: 3 exclusive items or Shinx Claw + Shinx Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		

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	Exclusive	Others				
Energy Scarf	Shinx	Luxio Luxray	★★★	(2500)	125	Swap: 5 exclusive items or Shinx Claw + Shinx Fang + Flash Tag
			Effect	Raises Max PP of all moves by 2.		
Mobile Bow	Shroomish	Breloom	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Protects against Paralyzed status.		
Shuckle Bow	Shuckle	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If you eat or drink food, Gummis, seeds, berries, or Health Drinks, recovers 10 HP.		
Shuppet Cape	Shuppet	Banette	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Cloudy, evasion raises 2.		
Tough Scarf	Silcoon	Wurmple Beautifly Cascoon Dustox	★★★	(2500)	100	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Skar-Cape	Skarmory	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If physically attacked by an adjacent Pokémon, does the same damage back to the opponent.		
Skip-Scarf	Skiploom	Hoppip Jumpluff	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed doubles.		
Skitty Fang	Skitty	Delcatty	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Skitty Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Smile Pebble			★★	(2500)	125	Swap: 3 exclusive items or Skitty Fang + Skitty Card
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Heal Pendant			★★★	(2500)	125	Swap: 5 exclusive items or Skitty Fang + Skitty Card + Smile Pebble
			Effect	Natural HP recovery speed is doubled.		
Skorupi Bow	Skorupi	Drapion	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is attacked by an adjacent Pokémon, may counter-inflict Shadow Hold status.		
Stench Sash	Skuntank	Stunky	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Lazy Ruff	Slaking	Slakoth Vigoroth	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Slak-Scarf	Slakoth	Vigoroth Slaking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may counter-inflict Sleep status.		
Slow-Scarf	Slowbro	Slowpoke Slowking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
King Cap	Slowking	Slowpoke Slowbro	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves damage received from Sp. Attacks.		
Slowpoke Hat	Slowpoke	Slowbro Slowking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user attacked by an adjacent Pokémon, sometimes reduce Speed by 1 from that Pokémon.		
Lava Bow	Slugma	Magcargo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 12% more Exp.		

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	Exclusive	Others				
Paint Scarf	Smeargle	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Makes secret stairs appear.		
Smooch-Song	Smoochum	Jynx	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Smooch-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Kiss Charm			★★	(2500)	125	Swap: 3 exclusive items or Smooch-Song + Smooch-Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Heart Tiara			★★★	(2500)	125	Swap: 5 exclusive items or Smooch-Song + Smooch-Card + Kiss Charm
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Infatuate status on that Pokémon.		
Chic Shard		—	★★★	(2000)	100	Hatch Smoochum from Egg (can be holding when hatched from Egg)
			Effect	User's Psychic-type moves deal full damage to Dark-type opponents.		
Sneasel Claw	Sneasel	Weavile	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Sneasel Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Dusk Jewel			★★	(2500)	125	Swap: 3 exclusive items or Sneasel Claw + Sneasel Card
			Effect	Raises Attack by 5, Special Defense by 3.		
Cruel Ring			★★★	(2500)	125	Swap: 5 exclusive items or Sneasel Claw + Sneasel Card + Dusk Jewel
			Effect	Will not be infatuated.		
Snorlax Gasp	Snorlax	Munchlax	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Snorlax Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Valor Charm			★★	(2500)	125	Swap: 3 exclusive items or Snorlax Gasp + Snorlax Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Glee Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Snorlax Gasp + Snorlax Fang + Valor Charm
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Chilly Hat	Snorunt	Glalie Froslass	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Frozen status on that Pokémon.		
Snowy Torc	Snover	Abomasnow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User's moves and regular attacks strike twice in a row when in Hail weather.		
Snub-Cape	Snubbull	Granbull	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes using a move will not reduce its PP.		
Solrock Bow	Solrock	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	PP may not reduce even when using a move.		
Quirky Bow	Spearow	Fearow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	During Clear weather, Evasion increases by 2.		

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	Exclusive	Others				
Sleet Bow 	 Spheal	Sealeo Walrein	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is attacked by an adjacent Pokémon, may counter-inflict Frozen status.		
Spina-Scarf 	 Spinarak	 Ariados	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	When user is attacked by an adjacent Pokémon, sometimes lowers the attacker's Speed by 1.		
Hula Bow 	 Spinda	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Defeated Pokémon drop Treasure Boxes more often.		
Shadow Veil 	 Spiritomb	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle North B22F (door))
			Effect	Protects against being incapacitated and against Encore and Taunt status.		
Spring Bow 	 Spoink	 Grumpig	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Defeated Pokémon may sometimes drop money.		
Squirt-Foam 	 Squirtle	 Wartortle  Blastoise	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Squirt-Card 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Water-Guard 			★★	(2500)	125	Swap: 3 exclusive items or Squirt-Foam + Squirt-Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Aqua Tie 			★★★	(2500)	125	Swap: 5 exclusive items or Squirt-Foam + Squirt-Card + Water-Guard
			Effect	Raises HP by 10..		
Delusion Bow 	 Stantler	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May counter-inflict Confused status when attacked by an adjacent Pokémon.		
Guts Sash 	 Staraptor	Starly Staravia	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Fight Torc 	 Staravia	Starly Staraptor	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against critical hits.		
Starly Bow 	 Starly	Staravia Staraptor	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Confused status on that Pokémon.		
Starmie Belt 	 Starmie	 Staryu	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Recover Torc 	 Staryu	 Starmie	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Natural HP recovery speed doubles.		
Quartz Torc 	 Steelix	 Onix	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Ground-type moves may restore HP instead of doing damage.		
Stinky Scarf 	 Stunky	 Skuntank	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May counter-inflict Cringe status when attacked by an adjacent Pokémon.		
Sudo-Sweat 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Sudo-Card	Sudowoodo	Bonsly	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		

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Drain Rock	Sudowoodo	Bonsly	★★	(2500)	125	Swap: 3 exclusive items or Sudo-Sweat + Sudo-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Fake Torc			★★★	(2500)	125	Swap: 5 exclusive items or Sudo-Sweat + Sudo-Card + Drain Rock
			Effect	Being hit by Steel-type moves may restore HP instead of doing damage.		
Aqua Mantle	Suicune	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle South B15F (door))
			Effect	Halves damage user receives from special attacks.		
Sun Scarf	Sunflora	Sunkern	★★★	(2500)	100	Clear Special Episode-3. Swap: 5 exclusive items.
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Hasty Bow	Sunkern	Sunflora	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sunny, Evasion increases by 2.		
Bliss Scarf	Surskit	Masquerain	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	In Rain weather, Speed increases by 1.		
Tuft Bow	Swablu	Altaria	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against user's stats being lowered.		
Swalot Belt	Swalot	Gulpin	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Swamp-Mud	Swampert	Mudkip	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Swamp-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Swamp-Seal		Marshtomp	★★	(2500)	125	Swap: 3 exclusive items or Swamp-Mud + Swamp-Card
			Effect	Raises Sp. Attack by 5., Sp. Defense by 3.		
Swamp Bangle			★★★	(2500)	125	Swap: 5 exclusive items or Swamp-Mud + Swamp-Card + Swamp-Seal
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Midair Scarf	Swellow	Taillow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Frigid Bow	Swinub	Piloswine Mamoswine	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 12% more Exp.		
Taillow Bow	Taillow	Swellow	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 5 Exp. when taking damage (except for hunger damage).		
Sticky Bow	Tangela	Tangrowth	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Shadow Hold status on that Pokémon.		
Clinging Bow	Tangrowth	Tangela	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Rushing Bow	Tauros	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked physically by a Pokémon next to you, can give same damage to opponent.		
Teddi-Claw	Teddiursa	Ursaring	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		

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	Exclusive	Others				
Teddi-Card	Teddiursa	Ursaring	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Honey Rock			★★	(2500)	125	Swap: 3 exclusive items or Teddi-Claw + Teddi-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Heal Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Teddi-Claw + Teddi-Card + Honey Rock
			Effect	Natural HP recovery speed doubles.		
Tangle Bow	Tentacool	Tentacruel	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Shadow Hold status on that Pokémon.		
Tenta-Cape	Tentacruel	Tentacool	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Togek-Wing	Togekiss	Togepi Togetic	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Togek-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Ovation Rock			★★	(2500)	125	Swap: 3 exclusive items or Togek-Wing + Togek-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Glitter Robe			★★★	(2500)	125	Swap: 5 exclusive items or Togek-Wing + Togek-Card + Ovation Rock
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Togepi Dew	Togepi	Togetic Togekiss	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Togepi Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Pure Heart			★★	(2500)	125	Swap: 3 exclusive items or Togepi Dews + Togepi Card
			Effect	Attack by 5, Sp. Defense by 3.		
Angel Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Togepi Dews + Togepi Card + Pure Heart
			Effect	Raises Sp. Attack by 5, Sp. Defense by 3.		
Egg Shard		—	★★★	(2000)	100	Hatch Togepi from Egg (can be holding when hatched from Egg)
			Effect	Projectiles and items thrown at you will rebound in the opposite direction.		
Togetic-Wing	Togetic	Togepi Togekiss	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Togetic-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Happy Rock			★★	(2500)	125	Swap: 3 exclusive items or Togetic Wing + Togetic Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Luck Brooch			★★★	(2500)	125	Swap: 5 exclusive items or Togetic Wing + Togetic Card + Happy Rock
			Effect	May not reduce PP, even when using moves.		
Torchic Hair	Torchic	Combusken Blaziken	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Torchic Card	Torchic	Combusken, Blaziken	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Hot Pebble			★★	(2500)	125	Swap: 3 exclusive items or Torchic Hair + Torchic Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Fire Cape			★★★	(2500)	125	Swap: 5 exclusive items or Torchic Hair + Torchic Card + Hot Pebble
			Effect	Raises Max HP by 10.		
Sooty Sash	Torkoal	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is attacked by an adjacent Pokémon, may burn the opponent.		
Tort-Claw	Torterra	Turtwig, Grotle	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Tort-Horn	Torterra	Turtwig, Grotle	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Tort-Seal			★★	(2500)	125	Swap: 3 exclusive items or Tort-Claw + Tort-Horn
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Forest Torc			★★★	(2500)	125	Swap: 5 exclusive items or Tort-Claw + Tort-Horn + Tort-Seal
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Totodi-Dew	Totodile	Croconaw, Feraligatr	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Totodi-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Water Heart			★★	(2500)	125	Swap: 3 exclusive items or Totodi-Dew + Totodi-Fang
			Effect	Defense by 3., Sp. Attack by 5.		
Wash Bow			★★★	(2500)	125	Swap: 5 exclusive items or Totodi-Dew + Totodi-Fang + Water Heart
			Effect	Max HP up 10.		
Toxi-Belt	Toxicroak	Croagunk	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Desert Bow	Trapinch	Vibrava, Flygon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Sandstorm, Evasion increases by 2.		
Treeck-Thorn	Treecko	Grovyle, Sceptile	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Treeck-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Forest Ore			★★	(2500)	125	Swap: 3 exclusive items or Treeck-Thorn + Treeck-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Guard Ring			★★★	(2500)	125	Swap: 5 exclusive items or Treeck-Thorn + Treeck-Card + Forest Ore
			Effect	Raises Max HP by 10.		
Tropius Bow	Tropius	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If attacked by an adjacent Pokémon, may counter-inflict Sleep, Poison, or Paralyzed status.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Lucky Leaf	Turtwig	Grotle, Torterra	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Turtwig Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Sprout Rock			★★	(2500)	125	Swap: 3 exclusive items or Lucky Leaf + Turtwig Card
			Effect	Raises Defense by 3., Sp. Defense by 3.		
Leafy Hat			★★★	(2500)	125	Swap: 5 exclusive items or Lucky Leaf + Turtwig Card + Sprout Rock
			Effect	Raises Max HP by 10.		
Typhlo-Gasp	Typhlosion	Cyndaquil, Quilava	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Typhlo-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Typhlo-Seal			★★	(2500)	125	Swap: 3 exclusive items or Typhlo-Gasp + Typhlo-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Blast Bangle			★★★	(2500)	125	Swap: 5 exclusive items or Typhlo-Gasp + Typhlo-Fang + Typhlo-Seal
			Effect	Being hit by Water-type moves may restore HP instead of doing damage.		
Crash Claw	Tyranitar	Larvitar, Pupitar	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Tyro-Sweat	Tyrogue	Hitmonlee	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Tyro-Card		Hitmonchan	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Muscle Charm		Hitmontop	★★	(2500)	125	Swap: 3 exclusive items or Tyro-Sweat + Tyro-Card
			Effect	Projectiles and thrown items fly 99 square tiles.		
Pep Sash		—	★★★	(2500)	125	Swap: Tyro-Sweat + Tyro-Card + Muscle Charm
			Effect	User gets 5 Exp. when taking damage (except for hunger damage).		
Heroic Medal			★★★	(2000)	100	Hatch Tyro from Egg (can be holding when hatched from Egg)
			Effect	User's Normal- and Fighting-type moves inflict full damage against Ghost-type opponents.		
Dusk Collar	Umbreon	—	★★★	(3500)	150	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Blink status to that Pokémon.		
Cryptic Sash	Unown	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes counter-inflicts Confused status when attacked by an adjacent Pokémon.		
Ursa-Claw	Ursaring	Teddiursa	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Ursa-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Calming Rock			★★	(2500)	125	Swap: 3 exclusive items or Ursa-Claw + Ursa-Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Hiber Scarf	Ursaring	Teddiursa	★★★	(2500)	125	Swap: 5 exclusive items or Ursa-Claw + Ursa-Fang + Calming Rock
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Edify Robe	Uxie	—	★★★	(5000)	150	Swap: 5 exclusive items
			Effect	May warp user when its HP is under 25% and it is hit by an attack from an adjacent Pokémon.		
Aqua Collar	Vaporeon	—	★★★	(2500)	125	Swap: Eevee Tail + Eevee Card + Evolve Charm
			Effect	May counter-inflict Cringe status when attacked by an adjacent Pokémon.		
Venomoth Bow	Venomoth	Venonat	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Gaze Goggles	Venonat	Venomoth	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 5 Exp. when taking damage (except for hunger damage).		
Venus-Claw	Venusaur	Bulbasaur Ivysaur	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Venus-Fang			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Venus-Seal			★★	(2500)	125	Swap: 3 exclusive items or Venus-Claw + Venus-Fang
			Effect	Raises Attack by 5, Sp. Attack by 5.		
Solar Sash			★★★	(2500)	125	Swap: 5 exclusive items or Venus-Claw + Venus-Fang + Venus-Seal
			Effect	Being hit by a Fire-type moves may restore HP instead of doing damage.		
Vespi-Torc	Vespiquen	Combee	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by a Rock-type moves may restore HP instead of doing damage.		
Vibra Scarf	Vibrava	Trapinch Flygon	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against Yawning, Nightmare, Sleep, and Napping status.		
Victree-Torc	Victreebel	Bellsprout Weepinbell	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Vigor Slash	Vigoroth	Slakoth Slaking	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User is not affected by opponent's Reflect or Light Screen status.		
Aroma Scarf	Vileplume	Oddish Gloom Bellossom	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Fire-type moves may restore HP instead of doing damage.		
Neon Scarf	Volbeat	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Fallen Pokémon may sometimes drop money.		
Ball Scarf	Voltorb	Electrode	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Halves damage from explosions.		
Vulpix Tail	Vulpix	Ninetales	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Vulpix Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Vulpix Tag			★★	(2500)	125	Swap: 3 exclusive items or Vulpix Tail + Vulpix Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Glowing Bow 	 Vulpix	 Ninetales	★★★	(2500)	125	Swap: 5 exclusive items or Vulpix Tail + Vulpix Card + Vulpix Tag
			Effect	Halves damage received from Sp. Attacks.		
Sprout Scarf 	 Wailmer	 Wailord	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	May restore 1 PP to one of user's moves when user is attacked by an adjacent Pokémon..		
Huge Bow 	 Wailord	 Wailmer	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Walrein Torc 	 Walrein	Spheal Sealeo	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Electric-type moves may restore HP instead of doing damage.		
Wartor-Claw 	 Wartortle	 Squirtle  Blastoise	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Wartor-Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Wartor-Crest 			★★	(2500)	125	Swap: 3 exclusive items or Wartor-Claw + Wartor-Fang
			Effect	Attack by 5, Sp. Attack by 5.		
Bubble Bangle 			★★★	(2500)	125	Swap: 5 exclusive items or Wartor-Claw + Wartor-Fang + Wartor-Crest
			Effect	Halves damage user receives from explosions.		
Weavile Claw 	 Weavile	 Sneasel	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Weavile Fang 			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Attack by 5.		
Vile Tag 			★★	(2500)	125	Swap: 3 exclusive items or Weavile Claw + Weavile Fang
			Effect	Raises Attack by 5., Sp. Attack by 5.		
Ruin Armlet 			★★★	(2500)	125	Swap: 5 exclusive items or Weavile Claw + Weavile Fang + Vile Tag
			Effect	Being hit by Fighting-type moves may restore HP instead of doing damage.		
Weedle Bow 	Weedle	Kakuna Beedrill	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Recovers 10 HP when user eats or drinks food, Gummis, seeds, berries, or Health Drinks.		
Digest Scarf 	 Weepinbell	Bellsprout Victreebel	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User recovers 10 HP when eating or drinking food, Gummis, seeds, berries, or Health Drinks.		
Weez-Scarf 	 Weezing	 Koffing	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Psychic-type moves may restore HP instead of doing damage.		
Whiscash Bow 	 Whiscash	 Barboach	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Grass-type moves may restore HP instead of doing damage.		
Good Earring 	 Whismur	Loudred Exploud	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Max PP of all moves raised by 2.		
Wiggly-Hair 	 Wigglytuff	 Igglybuff  Jigglypuff	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Wiggly-Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain
	Exclusive	Others				
Buddy Rock	Wigglytuff	Igglybuff	★★	(2500)	125	Swap: 3 exclusive items or Wiggly-Hair + Wiggly-Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Friend Torc		Jigglypuff	★★★	(2500)	125	Swap: 5 exclusive items or Wiggly-Hair + Wiggly-Card + Buddy Rock
			Effect	Being hit by a Fighting-type moves may restore HP instead of doing damage.		
Wingull Bow	Wingull	Pelipper	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Sometimes recovers 1 PP of one of user's moves when user is attacked by an adjacent Pokémon.		
Wobbu-Sweat	Wobbuffet	Wynaut	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Attack by 5.		
Wobbu-Card	Wobbuffet	Wynaut	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Endure Rock			★★	(2500)	125	Swap: 3 exclusive items or Wobbu-Sweat + Wobbu-Card
			Effect	Raises Attack by 5, Sp. Defense by 3.		
Suffer Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Wobbu-Sweat + Wobbu-Card + Endure Rock
			Effect	Being hit by Dark-type moves may restore HP instead of doing damage.		
Wooper Bow	Wooper	Quagsire	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against damage caused by weather conditions.		
Worma-Bow	Wormadam	Burmy	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, sometimes inflicts Sleep, Paralyze, or Poison status on that Pokémon.		
Wurmple Bow	Wurmple	Silcoon Beautifly Cascoon Dustox	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	User receives 12% more Exp.		
Wynaut Tail	Wynaut	Wobbuffet	★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise the Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Defense by 3.		
Wynaut Card			★	(2500)	125	Receive as a Job Reward (★5~★9), or appraise a Treasure Box dropped by enemy. Swap: 2 exclusive items.
			Effect	Raises Sp. Defense by 3.		
Grin Charm			★★	(2500)	125	Swap: 3 exclusive items or Wynaut Tail + Wynaut Card
			Effect	Raises Defense by 3, Sp. Defense by 3.		
Cheery Scarf			★★★	(2500)	125	Swap: 5 exclusive items or Wynaut Tail + Wynaut Card + Grin Charm
			Effect	Raises HP by 10.		
Laugh Dust		—	★★★	(2000)	100	Hatch Wynaut from Egg (can be holding when hatched from Egg)
			Effect	Defeated foes drop Treasure Boxes more often.		
Xatu Bow	Xatu	Natu	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Chitin Bow	Yanma	Yanmega	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Protects against weather damage.		
Yanmega Bow	Yanmega	Yanma	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Being hit by Rock-type moves may restore HP instead of doing damage.		
Strong Sash	Zangoose	—	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If user is physically attacked by an adjacent Pokémon, deals the same amount of damage user took.		

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Name	Pokémon That Can Receive Effects: Exclusive	Pokémon That Can Receive Effects: Others	Rarity	Buying Price	Selling Price	How to Obtain
Thunder Veil	Zapdos	—	★★★	(5000)	150	Appraise a Treasure Box from a Treasure Chamber (Zero Isle North B19F (door))
			Effect	Will always maintain 1 HP, even if hit with attacks that would normally KO a Pokémon.		
Merry Scarf	Zigzagoon	Linoone	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	Pickup Ability picks up items more easily.		
Dodge Bow	Zubat	Golbat Crobat	★★★	(2500)	125	Swap: 5 exclusive items
			Effect	If weather is Cloudy, Evasion increases by 2.		

Treasure Boxes

Usage: Appraise at Xatu Appraisal to obtain the item inside (p. 22)

Notes: Items placed in the Treasure Chamber and dropped by enemies are randomly determined. Items in Treasure Chambers, Golden Chambers, Treasure Memo floors, and Secret Rooms are always Deluxe Boxes. These items deal 1 damage when thrown (2 damage when sticky).

Name	Buying Price	Selling Price	How to Obtain: Treasure Town: Opening	Middle	Ending	Post Graduation	Dungeon: Floor	Shop	H	Wall	Grab Bag	Prize Ticket	Job Reward	Treasure Box
Cute Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Dainty Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Deluxe Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found when dropped by enemy, or left in Treasure Chamber, Golden Chamber (p.27), Treasure Memo floor (p. 27), or Secret Room (p.48).												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Glittery Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Gorgeous Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Hard Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Heavy Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Light Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Nifty Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Pretty Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Shiny Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												
Sinister Box	(8000)	200	X	X	X	X	X	X	X	X	X	X	—	—
	Special Method	Found in a Treasure Chamber, or when dropped by enemy												
	Description	Appraise at Xatu Appraisal to obtain the item inside (p. 22).												



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Money

Usage Pay at shops and services.

Notes When picked up off the floor, Poké is automatically added to your money total. To hold Poké as an item, press the B-button and step onto the Poké, then swap it with an item in the Treasure Bag. It will be combined with the rest of your money once you rearrange your items using the Y or Select buttons, or when you leave the dungeon. If thrown, deals 1 damage.

Name	Purchasing Price	Buying Price	How to Obtain: Treasuretown: Opening	Middle	Ending	Post Graduation	Dungeon: Floor	Shop	H	Wall	Grab Bag	Prize Ticket	Job Reward	Treasure Box
Poké	—	—	X	X	X	X	○	X	○	○	X	X	E~★9	○
Special Method	Obtain from Chatot after sentry duty (p. 713).													
Description	Poké used in various institutions. Does not get sticky.													

Other

Usage Differs depending on the item.

Notes If thrown or otherwise used, generally does 1 damage (if sticky, deals 2 damage). Cannot catch stones dropped by Unown or Gabite Scale.

Name	Purchasing Price	Buying Price	How to Obtain: Treasuretown: Opening	Middle	Ending	Post Graduation	Dungeon: Floor	Shop	H	Wall	Grab Bag	Prize Ticket	Job Reward	Treasure Box
A-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (A) dropped.													
Description	Shape is similar to Unown (A). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
B-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (B) dropped.													
Description	Shape is similar to Unown (B). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
C-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (C) dropped.													
Description	Shape is similar to Unown (C). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).													
D-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (D) dropped.													
Description	Shape is similar to Unown (D). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
E-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (E) dropped.													
Description	Shape is similar to Unown (E). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).													
F-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (F) dropped.													
Description	Shape is similar to Unown (F). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
G-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (G) dropped.													
Description	Shape is similar to Unown (G). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
Gabite Scale	(50)	1	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Clear Labyrinth Cave (p.242).													
Description	Cures all status ailments and restores 5 Belly.													
Gold Ticket	(1000)	1	X	X	X	X	X	X	X	X	X	○	—	X
Special Method	Exchange any 8 items at Recycle Shop. Obtain using Sky Gift (p.37). Swap with Numel at a checkpoint on Sky Peak.													
Description	Can get through a Prize Ticket at Big Treasure (p. 718). If used normally, nothing will happen and it will disappear.													
Gone Pebble	(25)	2	X	X	X	X	○	X	X	X	X	X	—	X
Description	Looks just like a Geo Pebble. Causes Endure status (HP cannot be dropped below 1).													
Gracidea	(8000)	1	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Obtain from Shaymin in Shaymin Village (only after clearing Sky Peak).													
Description	When used by Shaymin , changes its Forme to Sky Forme until it leaves the Dungeon (or reaches a checkpoint, boss floor, etc.)..													
H-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (H) dropped.													
Description	Shape is similar to Unown (H). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													
I-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (I) dropped.													
Description	Shape is similar to Unown (I). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).													
J-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
Special Method	Pick up what Unown (J) dropped.													
Description	Shape is similar to Unown (J). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.													

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Name	Buying Price	Selling Price	How to Obtain											
			Treasure Town				Dungeon					Prize Ticket	Job Reward	Treasure Box
			Opening	Middle	Ending	Post Graduation	Floor	Shop	H	Wall	Grab Bag			
K-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (K) dropped.												
	Description	Shape is similar to Unown (K). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
Key	8000	1	X	X	X	O	O	X	X	X	X	X	—	X
	Description	Opens Treasure Chamber and Treasure Memo floor doors. Only valid when used in front of door (Pokémon can be facing any direction). Disappears after it is used once.												
L-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (L) dropped.												
	Description	Shape is similar to Unown (L). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
Lost Loot	(9999)	4000	X	X	X	X	X	X	X	O	X	X	—	X
	Special Method	Found on the destination floor during a treasure hunt job (p.53). Appraise Treasure Box in the Golden Chamber (p.27).												
	Description	No special effects. Can sell higher in shop. If used normally, will disappear without doing anything.												
M-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (M) dropped.												
	Description	Shape is similar to Unown (M). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
Mystery Part	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Found on the destination floor during a treasure hunt job (p.53).												
	Description	If inside the Treasure Bag, special Pokémon appear (p. 31). If used normally, will disappear without doing anything.												
N-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (N) dropped.												
	Description	Shape is similar to Unown (N). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
O-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (O) dropped.												
	Description	Shape is similar to Unown (O). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
P-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (P) dropped.												
	Description	Shape is similar to Unown (P). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
Prism Ticket	(1000)	1	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Exchange any 10 items at Recycle Shop. Obtain using Sky Gift (p. 37). Swap with Numel at a checkpoint on Sky Peak.												
	Description	Can get through a Prize Ticket at Big Treasure (p. 718). If used normally, nothing will happen and it will disappear.												
Prize Ticket	(1000)	1	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Exchange any 4 items at Recycle Shop. Swap with Numel at a checkpoint on Sky Peak.												
	Description	Can get through a Prize Ticket at Big Treasure (p.718). If used normally, nothing will happen and it will disappear.												
Q-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (Q) dropped.												
	Description	Shape is similar to Unown (Q). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
R-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (R) dropped.												
	Description	Shape is similar to Unown (R). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
S-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (S) dropped.												
	Description	Shape is similar to Unown (S). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
Secret Slab	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Found on the destination floor during a treasure hunt job (p.53).												
	Description	If inside the Treasure Bag, special Pokémon appear (p. 31). If used normally, will disappear without doing anything.												
Silver Ticket	(1000)	1	X	X	X	X	X	X	X	X	X	O	—	X
	Special Method	Exchange any 6 items at Recycle Shop with any 6 items. Swap with Numel at a checkpoint on Sky Peak.												
	Description	Can get through a Prize Ticket at Big Treasure (p.718). If used normally, nothing will happen and it will disappear.												
Sky Gift	(8000)	1	X	X	X	X	O	X	X	X	X	X	—	X
	Description	Send to Guild members or your Partner using Shaymin's Delivery Service to receive a thank-you gift (p. 37). When you send it to other players over the link connection, it changes into certain other items (p. 37). If used normally, nothing will happen and it will disappear.												
T-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (T) dropped.												
	Description	Shape is similar to Unown (T). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher. Need to discover Aegis Cave (p.180).												
U-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (U) dropped.												
	Description	Shape is similar to Unown (U). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												

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Name	Pokémon That Can Receive Effects		Rarity	Buying Price	Selling Price	How to Obtain							
	Exclusive	Others											
V-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (V) dropped.												
	Description	Shape is similar to Unown (V). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
W-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (W) dropped.												
	Description	Shape is similar to Unown (W). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
Wander Gummi	(3500)	60	X	X	X	X	○	X	X	X	X	X	—	X
	Description	Looks just like a Wonder Gummi. Causes Blink status (Pokémon cannot see anything except itself, and attacks hit both enemy and teammates).												
Wonder Egg	—	—	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Found on Treasure floor (Surrounded Sea B20F).												
	Description	Manaphy's Egg (p.159).												
X-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (X) dropped.												
	Description	Shape is similar to Unown (X). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
Y-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (Y) dropped.												
	Description	Shape is similar to Unown (Y). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
Z-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (Z) dropped.												
	Description	Shape is similar to Unown (Z). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
!-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (!) dropped.												
	Description	Shape is similar to Unown (!). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												
?-Stone	(3000)	10	X	X	X	X	X	X	X	X	X	X	—	X
	Special Method	Pick up what Unown (?) dropped.												
	Description	Shape is similar to Unown (?). When thrown, does 60 damage to closest target in a 10-square, straight line range.Damage inflicted is 50% higher if using IQ Skill Power Pitcher.												





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IQ and Skill groups

How to refer to the list

Group A	Base Skill—Escapist	Base Skill—Dedicated Traveler	★0.5 Acute Sniffer	★.1.5 Coin Watcher	★3.5 Haggler	★5 Stair Sensor
	Base Skill—Item Master	Base Skill—Item Catcher	★0.5 PP Saver	★2 Nonsleeper	★4 Collector	★6 Map Surveyor
	Base Skill—Course Checker	★0.5 Status Checker	★1 Type-Advantage Master	★3 Lava Evader	★4 All-Terrain Hiker	★8 House Avoider
	Base Skill—Exclusive Move-User	★0.5 Nontraitor	★1.5 Survivalist	★3.5 Multitalent	★4.5 Trap Buster	★8.5 Pierce Hurler
Group B	Base Skill—Escapist	Base Skill—Dedicated Traveler	★0.5 Nontraitor	★2 Nonsleeper	★3 Lava Evader	★6 Trap Seer
	Base Skill—Item Master	Base Skill—Item Catcher	★1 Bodyguard	★2 Gap Prober	★3.5 Haggler	★8 House Avoider
	Base Skill—Course Checker	★0.5 Status Checker	★1 Type-Advantage Master	★2 Wise Healer	★4.5 Trap Buster	★8.5 Pierce Hurler
	Base Skill—Exclusive Move-User	★0.5 Cheerleader	★1.5 Coin Watcher	★2 Deep Breather	★5.5 Fast Friend	★9 Nature Gifter
Group C	Base Skill—Escapist	Base Skill—Item Catcher	★1 Type-Advantage Master	★2 Concentrator	★3 Counter Basher	★5.5 Extra Striker
	Base Skill—Item Master	★0.5 Status Checker	★1.5 Power Pitcher	★2 Practice Swinger	★3 Lava Evader	★6 Intimidator
	Base Skill—Course Checker	★0.5 Nontraitor	★1.5 Survivalist	★2 Exp. Go-Getter	★3.5 Erratic Player	★6 No-Charger
	Base Skill—Exclusive Move-User	★1 Brick-Tough	★2 Nonsleeper	★2.5 Aggressor	★4 Clutch Performer	★8.5 Pierce Hurler
Group D	Base Skill—Escapist	Base Skill—Dedicated Traveler	★0.5 PP Saver	★2 Practice Swinger	★3.5 Counter Hitter	★5.5 Extra Striker
	Base Skill—Item Master	Base Skill—Item Catcher	★1 Self-Curer	★2.5 Trap Avoider	★4 Clutch Performer	★5.5 Quick Dodger
	Base Skill—Course Checker	★0.5 Status Checker	★2 Gap Prober	★3 Sharpshooter	★4.5 Critical Dodger	★6 Trap Seer
	Base Skill—Exclusive Move-User	★0.5 Nontraitor	★2 Concentrator	★3 Lava Evader	★5 Stair Sensor	★7.5 Quick Striker
Group E	Base Skill—Escapist	Base Skill—Item Catcher	★0.5 Nontraitor	★1.5 Survivalist	★2.5 Defender	★3.5 Counter Hitter
	Base Skill—Item Master	★0.5 Efficiency Expert	★1 Bodyguard	★2 Wise Healer	★2.5 Energy Saver	★5 Sure-Hit Attacker
	Base Skill—Course Checker	★0.5 Status Checker	★1 Brick-Tough	★2 Wary Fighter	★3 Quick Healer	★6 Intimidator
	Base Skill—Exclusive Move-User	★0.5 Cheerleader	★1.5 Power Pitcher	★2 Deep Breather	★3 Lava Evader	★8 House Avoider
Group F	Base Skill—Escapist	Base Skill—Item Catcher	★1 Self-Curer	★2 Wary Fighter	★3.5 Multitalent	★5 Stair Sensor
	Base Skill—Item Master	★0.5 Status Checker	★1 Type-Advantage Master	★3 Sharpshooter	★3.5 Exp. Elite	★6 No-Charger
	Base Skill—Course Checker	★0.5 Nontraitor	★1.5 Weak-Type Picker	★3 Hit-and-Runner	★4 All-Terrain Hiker	★8 House Avoider
	Base Skill—Exclusive Move-User	★0.5 PP Saver	★2 Gap Prober	★3 Lava Evader	★4.5 Trap Buster	★8.5 Pierce Hurler
Group G	Base Skill—Escapist	Base Skill—Item Catcher	★0.5 PP Saver	★2.5 Trap Avoider	★3.5 Exp. Elite	★5.5 Quick Dodger
	Base Skill—Item Master	★0.5 Status Checker	★1 Self-Curer	★3 Hit-and-Runner	★3.5 Erratic Player	★6 Map Surveyor
	Base Skill—Course Checker	★0.5 Nontraitor	★2 Practice Swinger	★3 Quick Healer	★4.5 Critical Dodger	★6 Trap Seer
	Base Skill—Exclusive Move-User	★0.5 Acute Sniffer	★2 Exp. Go-Getter	★3 Lava Evader	★5 Stair Sensor	★7.5 Quick Striker
Group H	Base Skill—Escapist	Base Skill—Item Catcher	★1 Bodyguard	★2 Wise Healer	★3 Lava Evader	★5.5 Quick Dodger
	Base Skill—Item Master	★0.5 Efficiency Expert	★1 Self-Curer	★2 Wary Fighter	★4 All-Terrain Hiker	★5.5 Fast Friend
	Base Skill—Course Checker	★0.5 Status Checker	★1 Brick-Tough	★2 Deep Breather	★4.5 Trap Buster	★8 House Avoider
	Base Skill—Exclusive Move-User	★0.5 Nontraitor	★1.5 Coin Watcher	★3 Quick Healer	★4.5 Critical Dodger	★9 Nature Gifter
Group I	Base Skill—Escapist	Base Skill—Item Catcher	★1 Self-Curer	★2 Practice Swinger	★3 Quick Healer	★5.5 Quick Dodger
	Base Skill—Item Master	★0.5 Status Checker	★1.5 Power Pitcher	★2 Exp. Go-Getter	★3 Lava Evader	★6 Intimidator
	Base Skill—Course Checker	★0.5 Nontraitor	★1.5 Survivalist	★2.5 Aggressor	★4 All-Terrain Hiker	★8 House Avoider
	Base Skill—Exclusive Move-User	★0.5 PP Saver	★2 Deep Breather	★3 Sharpshooter	★5.5 Extra Striker	★9.5 Time Tripper
Group J	Base Skill—Escapist	Base Skill—Item Catcher	★1.5 Weak-Type Picker	★2 Practice Swinger	★3 Lava Evader	★6 Intimidator
	Base Skill—Item Master	★0.5 Status Checker	★2 Gap Prober	★2.5 Defender	★3.5 Multitalent	★6 Map Surveyor
	Base Skill—Course Checker	★0.5 Nontraitor	★2 Wary Fighter	★2.5 Energy Saver	★5 Stair Sensor	★8 House Avoider
	Base Skill—Exclusive Move-User	★0.5 PP Saver	★2 Concentrator	★3 Hit-and-Runner	★5 Sure-Hit Attacker	★10 Absolute Mover

Pokémon Name	No.	Group
Abomasnow	460	E
Abra	63	F
Absol	359	C
Aerodactyl	142	D
Aggron	306	E
Aipom	190	F
Alakazam	65	F
Altaria	334	H
Ambipom	424	F
Ampharos	181	F
Anorith	347	E
Arbok	24	C
Arcanine	59	C
Ariados	168	F
Armaldo	348	E

Pokémon Name	No.	Group
Aron	304	E
Articuno	144	C
Azelf	482	G
Azumarill	184	D
Azurill	298	D
Bagon	371	E
Baltoy	343	F
Banette	354	F
Barboach	339	B
Bastiodon	411	E
Bayleef	153	H
Beautifly	267	A
Beedrill	15	A
Beldum	374	E
Bellossom	182	B

Pokémon Name	No.	Group
Bellsprout	69	G
Bibarel	400	F
Bidoof	399	F
Blastoise	9	E
Blaziken	257	C
Blissey	242	H
Bonsly	438	E
Breloom	286	C
Bronzong	437	E
Bronzor	436	E
Budew	406	H
Buizel	418	F
Bulbasaur	1	F
Buneary	427	D
Burmy	412	G

Pokémon Name	No.	Group
Butterfree	12	A
Cacnea	331	C
Cacturne	332	C
Camerupt	323	E
Carnivine	455	A
Carvanha	318	G
Cascoon	268	A
Castform	351	G
Caterpie	10	A
Celebi	251	B
Chansey	113	H
Charizard	6	C
Charmander	4	C
Charmeleon	5	C
Chatot	441	B

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Pokémon Name	No.	Group
Cherrim	421	B
Cherubi	420	B
Chikorita	152	H
Chimchar	390	C
Chimecho	358	B
Chinchou	170	A
Chingling	433	B
Clamperl	366	F
Claydol	344	F
Clefable	36	B
Clefairy	35	B
Cleffa	173	B
Cloyster	91	E
Combee	415	A
Combusken	256	C
Corphish	341	B
Corsola	222	E
Cradily	346	F
Cranidos	408	C
Crawdaunt	342	B
Cresselia	488	H
Croagunk	453	F
Crobat	169	D
Croconaw	159	E
Cubone	104	F
Cyndaquil	155	C
Darkrai	491	I
Delcatty	301	G
Delibird	225	B
Deoxys	386	F
Deoxys	386	F
Deoxys	386	F
Deoxys	386	F
Dewgong	87	H
Dialga	483	I
Diglett	50	A
Ditto	132	A
Dodrio	85	D
Doduo	84	D
Donphan	232	E
Dragonair	148	D
Dragonite	149	D
Drapion	452	C
Dratini	147	D
Drifblim	426	G
Drifloon	425	G
Drowzee	96	F
Dugtrio	51	A
Dunsparce	206	A
Dusclops	356	F
Dusknoir	477	F
Duskull	355	F
Dustox	269	A
Eevee	133	F
Ekans	23	C

Pokémon Name	No.	Group
Electabuzz	125	C
Electivire	466	C
Electrike	309	F
Electrode	101	C
Elekid	239	C
Empoleon	395	F
Entei	244	D
Espeon	196	F
Exeggcute	102	B
Exeggutor	103	B
Exploud	295	B
Farfetch'd	83	G
Fearow	22	D
Feebas	349	H
Feraligatr	160	E
Finneon	456	A
Flaaffy	180	F
Flareon	136	F
Floa t zel	419	F
Flygon	330	D
Forretress	205	E
Froslass	478	A
Furret	162	D
Gabite	444	C
Gallade	475	F
Garchomp	445	C
Gardevoir	282	F
Gastly	92	G
Gastrodon	423	E
Gengar	94	G
Geodude	74	E
Gible	443	C
Girafarig	203	F
Giratina	487	C
Giratina	487	C
Glaceon	471	F
Glalie	362	A
Glameow	431	G
Gligar	207	C
Gliscor	472	C
Gloom	44	B
Golbat	42	D
Goldeen	118	A
Golduck	55	C
Golem	76	E
Gorebyss	368	F
Granbull	210	B
Graveler	75	E
Grimer	88	G
Grotle	388	E
Groudon	383	E
Grovyle	253	D
Growlithe	58	C
Grumpig	326	F
Gulpin	316	G

Pokémon Name	No.	Group
Gyarados	130	C
Happiny	440	H
Hariyama	297	E
Haunter	93	G
Heatran	485	C
Heracross	214	C
Hippopotas	449	E
Hippowdon	450	E
Hitmonchan	107	C
Hitmonlee	106	C
Hitmontop	237	C
Honchkrow	430	D
Ho-Oh	250	D
Hoothoot	163	A
Hoppip	187	H
Horsea	116	C
Houndoom	229	C
Houndour	228	C
Huntail	367	F
Hypno	97	F
Igglybuff	174	B
Illumise	314	F
Infernape	392	C
Ivysaur	2	F
Jigglypuff	39	B
Jirachi	385	B
Jolteon	135	F
Jumpluff	189	H
Jynx	124	G
Kabuto	140	E
Kabutops	141	E
Kadabra	64	F
Kakuna	14	A
Kangaskhan	115	B
Kecleon	352	G
Kingdra	230	C
Kingler	99	B
Kirlia	281	F
Koffing	109	E
Krabby	98	B
Kricketot	401	G
Kricketune	402	G
Kyogre	382	E
Lairon	305	E
Lanturn	171	A
Lapras	131	B
Larvitar	246	C
Latias	380	D
Latios	381	D
Leafeon	470	F
Ledian	166	F
Ledyba	165	F
Lickilicky	463	G
Lickitung	108	G
Lileep	345	F

Pokémon Name	No.	Group
Linoone	264	D
Lombre	271	G
Lopunny	428	D
Lotad	270	G
Loudred	294	B
Lucario	448	C
Ludicolo	272	G
Lugia	249	F
Lumineon	457	A
Lunatone	337	F
Luvdisc	370	D
Luxio	404	C
Luxray	405	C
Machamp	68	D
Machoke	67	D
Machop	66	D
Magby	240	C
Magcargo	219	E
Magikarp	129	C
Magmar	126	C
Magmortar	467	C
Magnemite	81	A
Magneton	82	A
Magnezone	462	A
Makuhita	296	E
Mamoswine	473	A
Manaphy	490	B
Manectric	310	F
Mankey	56	C
Mantine	226	H
Mantyke	458	H
Mareep	179	F
Marill	183	D
Marowak	105	F
Marshtomp	259	F
Masquerain	284	D
Mawile	303	C
Medicham	308	C
Meditite	307	C
Meganium	154	H
Meowth	52	G
Mesprit	481	G
Metagross	376	E
Metang	375	E
Metapod	11	A
Mew	151	H
Mewtwo	150	C
Mightyena	262	D
Milotic	350	H
Miltank	241	H
Mime Jr.	439	F
Minun	312	B
Misdreavus	200	G
Mismagius	429	G
Moltres	146	C

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Pokémon Name	No.	Group
Monferno	391	C
Mothim	414	G
Mr. Mime	122	F
Mudkip	258	F
Muk	89	G
Munchlax	446	E
Murkrow	198	D
Natu	177	F
Nidoking	34	C
Nidoqueen	31	C
Nidoran ♀	29	C
Nidoran ♂	32	C
Nidorina	30	C
Nidorino	33	C
Nincada	290	D
Ninetales	38	G
Ninjask	291	D
Noctowl	164	A
Nosepass	299	E
Numel	322	E
Nuzleaf	274	C
Octillery	224	C
Oddish	43	B
Omanyte	138	E
Omastar	139	E
Onix	95	E
Pachirisu	417	B
Palkia	484	J
Paras	46	A
Parasect	47	A
Pelipper	279	D
Persian	53	G
Phanpy	231	E
Phione	489	B
Pichu	172	D
Pidgeot	18	D
Pidgeotto	17	D
Pidgey	16	D
Pikachu	25	D
Piloswine	221	A
Pineco	204	E
Pinsir	127	C
Piplup	393	F
Plusle	311	B
Politoed	186	F
Poliwag	60	F
Poliwhirl	61	F
Poliwrath	62	F
Ponyta	77	D
Poochyena	261	D
Porygon	137	E
Porygon2	233	E
Porygon-Z	474	E
Primeape	57	C
Prinplup	394	F

Pokémon Name	No.	Group
Probopass	476	E
Psyduck	54	C
Pupitar	247	C
Purugly	432	G
Quagsire	195	G
Quilava	156	C
Qwilfish	211	C
Raichu	26	D
Raikou	243	D
Ralts	280	F
Rampardos	409	C
Rapidash	78	D
Raticate	20	F
Rattata	19	F
Rayquaza	384	D
Regice	378	E
Regigigas	486	E
Regirock	377	E
Registeel	379	E
Relicanth	369	E
Remoraid	223	C
Rhydon	112	E
Rhyhorn	111	E
Rhyperior	464	E
Riolu	447	C
Roselia	315	H
Roserade	407	H
Rotom	479	G
Sableye	302	C
Salamence	373	E
Sandshrew	27	D
Sandslash	28	D
Sceptile	254	D
Scizor	212	D
Scyther	123	D
Seadra	117	C
Seaking	119	A
Sealeo	364	E
Seedot	273	C
Seel	86	H
Sentret	161	D
Seviper	336	C
Sharpedo	319	G
Shaymin	492	A
Shaymin	492	A
Shedinja	292	D
Shelgon	372	E
Shellder	90	E
Shellos	422	E
Shieldon	410	E
Shiftry	275	C
Shinx	403	C
Shroomish	285	C
Shuckle	213	E
Shuppet	353	F

Pokémon Name	No.	Group
Silcoon	266	A
Skarmory	227	C
Skiploom	188	H
Skitty	300	G
Skorupi	451	C
Skuntank	435	G
Slaking	289	C
Slakoth	287	C
Slowbro	80	B
Slowking	199	B
Slowpoke	79	B
Slugma	218	E
Smeargle	235	F
Smoochum	238	G
Sneasel	215	F
Snorlax	143	E
Snorunt	361	A
Snover	459	E
Snubbull	209	B
Solrock	338	F
Spearow	21	D
Spheal	363	E
Spinarak	167	F
Spinda	327	G
Spiritomb	442	G
Spoink	325	F
Squirtle	7	E
Stantler	234	G
Staraptor	398	D
Staravia	397	D
Starly	396	D
Starmie	121	C
Staryu	120	C
Steelix	208	E
Stunky	434	G
Sudowoodo	185	E
Suicune	245	D
Sunflora	192	B
Sunkern	191	B
Surskit	283	D
Swablu	333	H
Swalot	317	G
Swampert	260	F
Swellow	277	D
Swinub	220	A
Taillow	276	D
Tangela	114	G
Tangrowth	465	G
Tauros	128	C
Teddiursa	216	B
Tentacool	72	C
Tentacruel	73	C
Togekiss	468	H
Togepi	175	H
Togetic	176	H

Pokémon Name	No.	Group
Torchic	255	C
Torkoal	324	E
Torterra	389	E
Totodile	158	E
Toxicroak	454	F
Trapinch	328	D
Treecko	252	D
Tropius	357	E
Turtwig	387	E
Typhlosion	157	C
Tyranitar	248	C
Tyrogue	236	C
Umbreon	197	F
Unown	201	A
Ursaring	217	B
Uxie	480	G
Vaporeon	134	F
Venomoth	49	A
Venonat	48	A
Venusaur	3	F
Vespiquen	416	A
Vibrava	329	D
Victreebel	71	G
Vigoroth	288	C
Vileplume	45	B
Volbeat	313	F
Voltorb	100	C
Vulpix	37	G
Wailmer	320	E
Wailord	321	E
Walrein	365	E
Wartortle	8	E
Weavile	461	F
Weedle	13	A
Weepinbell	70	G
Weezing	110	E
Whiscash	340	B
Whismur	293	B
Wigglytuff	40	B
Wingull	278	D
Wobbuffet	202	E
Wooper	194	G
Wormadam	413	G
Wormadam	413	G
Wormadam	413	G
Wurmple	265	A
Wynaut	360	E
Xatu	178	F
Yanma	193	D
Yanmega	469	D
Zangoose	335	C
Zapdos	145	C
Zigzagoon	263	D
Zubat	41	D

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6

Pokémon & Moves Data



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POKÉMON & MOVES DATA 6

Pokémon Data Files

Here you can find easy-to-use data for more than 490 kinds of Pokémon. You may also want to check out the data for Pokémon that appear as bosses on p. 681–683.

How to Read the Pokémon Data Files (Alphabetically Ordered by Pokémon Name)



1. **HERO MARK, PARTNER MARK:** if you can choose the Pokémon as your hero or partner, it's indicated here.
2. **POKÉDEX NUMBER:** identical to the Pokémon's Pokédex number in the Pokémon game series. Also used for the Chimecho Assembly.
3. **POKÉMON SPECIES:** the Pokémon's species name.
4. **GENDER:** the gender(s) that the Pokémon can have—"Male or Female," "Female only," "Male only," or "Gender Unknown."
5. **POKÉMON NAME**
6. **CHANCE OF RECRUITING:** chance of recruiting the Pokémon by defeating it. The higher the number, the easier it is to recruit (maximum value is 5). If this is "0", the Pokémon can only be recruited under certain conditions (see p. 29). Pokémon with an "x" cannot be recruited except through a specific event.
7. **FOOTPRINT:** the footprint as it appears during sentry duty.
8. **LOCATION:** dungeon(s) where the Pokémon appears as an enemy Pokémon. Some Pokémon will only appear under certain conditions (see p. 31).
   - ♥ Can be recruited in this dungeon
   - ● Cannot be recruited in this dungeon (during the main story)
   - ■ Cannot recruit (in Special Episode)
9. **TYPE:** the Pokémon's type.
10. **ABILITY:** the Pokémon's Ability.
11. **FAVORITE GUMMI:** the color of Gummi that raises the Pokémon's IQ and Belly the most.
12. **TERRAIN ABILITY:** terrain types the Pokémon can cross (see p. 42).
13. **SIZE:** the Pokémon's physical size. Size affects which Pokémon you can have on your team (see p. 41)
14. **SLEEP:** chance that the Pokémon is asleep when it appears in a dungeon. The more stars, the higher the chance it will be sleeping.
15. **EFFECTIVENESS OF LOW KICK OR GRASS KNOT:** the amount of damage these attacks do against the Pokémon, as compared to the average. The heavier the Pokémon, the greater the damage.
16. **DAMAGE DEALT BY SIZEBUST ORB:** damage the Pokémon takes from the Sizebust Orb.
17. **BASE EXP.:** the base Exp. points received for defeating the Pokémon at Lv1. Add [base Exp. x ((defeated Pokémon's level -1) x 10%)] and round off the total to calculate the actual Exp. received; using moves also affects the amount of Exp. granted.
18. **HOW TO RECRUIT:** shows how the Pokémon can be recruited.
    - DEFEAT — Defeat the Pokémon in a dungeon
    - MISSION — Complete a job where the Pokémon is the client
    - EGG — Hatch the Pokémon from an Egg
    - DRINK — Have a beverage at Spinda's Juice Bar
    - EVOLUTION — Evolve a particular Pokémon.
    - OTHER — Other methods
19. **MOVE LIST: moves are categorized as follows:**
    - LV#: level at which the move can be learned.
    - Partner or Special Episode #: moves the Pokémon knows when it's your companion Pokémon, or a hero or partner Pokémon in a Special Episode.
    - TM: can be learned by TM
    - HM: can be learned by HM
    - Egg: may know the move when it hatches from an Egg
20. **LEVEL UP DATA:** base stats and required Exp. points by level.
21. **USABLE EXCLUSIVE ITEMS:**
    Exclusive: items only usable by that Pokémon
    Evolution: items usable by Pokémon in the same Evolution chain [group]
    Type: items only usable by Pokémon of the same type
22. **EVOLUTION:** the Pokémon's Evolutions and conditions for Evolution.

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No.460 Frost Tree ♂♀

Abomasnow



TYPE	GRASS / ICE
ABILITY	Snow Warning
FAVORITE GUMMI	Grass Gummi, Clear Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	55
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Hidden Land 1F–Highland 8F
- Oblivion Forest B1–B14F
- Zero Isle South B20–B24F
- Destiny Tower 20–24F

EVOLUTION



Snover (p. 646) → Abomasnow — Lv40

MOVE LIST

LV1	Icy Wind	TM	Rock Slide	TM	SolarBeam	TM	Frustration
LV1	Powder Snow	TM	Energy Ball	TM	Bullet Seed	TM	Captivate
LV1	Leer	TM	Return	TM	Swords Dance	TM	Avalanche
LV1	Razor Leaf	TM	Facade	TM	Toxic	TM	Ice Beam
LV2	Ice Punch	TM	Brick Break	TM	Fling	HM	Rock Smash
LV5	Razor Leaf	TM	Focus Blast	TM	Sleep Talk	HM	Strength
LV9	Icy Wind	TM	Focus Punch	TM	Rest	HM	Rock Climb
LV13	GrassWhistle	TM	Giga Impact	TM	Hyper Beam		
LV17	Swagger	TM	Giga Drain	TM	Light Screen		
LV21	Mist	TM	Grass Knot	TM	Secret Power		
LV26	Ice Shard	TM	Endure	TM	Blizzard		
LV31	Ingrain	TM	Earthquake	TM	Flash		
LV36	Wood Hammer	TM	Natural Gift	TM	Protect		
LV47	Blizzard	TM	Shadow Ball	TM	Substitute		
LV58	Sheer Cold	TM	Vacuum-Cut	TM	Water Pulse		
TM	Iron Tail	TM	Safeguard	TM	Hidden Power		
TM	Swagger	TM	Wide Slash	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	15	12	15	12	0
10	52	20	17	20	17	1913
20	67	26	21	26	21	43072
30	77	36	25	36	25	134722
40	87	46	32	46	32	332042
50	92	56	42	51	37	645373
60	112	66	52	56	42	1080385
70	123	76	62	66	52	1520905
80	135	88	74	78	64	1962305
90	165	118	104	108	94	2404583
100	193	147	133	137	123	2847792

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Frozen Cape	Grass Gem
		Soothe Globe
		Clear Silk
		Icy Dust
EVOLUTION	Snowy Torc	Icy Gem
		Icy Globe
TYPE	Grass Silk	
	Grass Dust	



No.63 Psi ♂♀

Abra

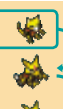


TYPE	PSYCHIC
ABILITY	Synchronize, Inner Focus
FAVORITE GUMMI	Gold Gummi
TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★★★★★
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	40

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Lost Wilderness B1–B17F
- ■ Fortune Ravine B6–B8F

EVOLUTION



Abra → Kadabra (p. 578) — Lv16 → Alakazam (p. 513) — Link Cable

MOVE LIST

LV1	Teleport	TM	Wide Slash	TM	Substitute		
TM	Iron Tail	TM	Skill Swap	TM	Calm Mind		
TM	Torment	TM	Charge Beam	TM	Hidden Power		
TM	Swagger	TM	Taunt	TM	Attract		
TM	Energy Ball	TM	Shock Wave	TM	Frustration		
TM	Return	TM	Thunder Wave	TM	Captivate		
TM	Facade	TM	Toxic	TM	Dream Eater		
TM	Focus Punch	TM	Trick Room	TM	Recycle		
TM	Grass Knot	TM	Drain Punch	TM	Reflect		
TM	Endure	TM	Thief	EGG	Encore		
TM	Psychic	TM	Fling	EGG	Guard Swap		
TM	Embargo	TM	Sleep Talk	EGG	ThunderPunch		
TM	Psych Up	TM	Rest	EGG	Knock Off		
TM	Natural Gift	TM	Light Screen	EGG	Barrier		
TM	Shadow Ball	TM	Secret Power	EGG	Power Trick		
TM	Vacuum-Cut	TM	Flash	EGG	Fire Punch		
TM	Safeguard	TM	Protect	EGG	Ice Punch		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	47	4	12	15	10	0
10	61	11	17	22	15	1470
20	76	21	22	36	20	33106
30	94	31	26	56	24	103551
40	107	40	32	66	31	255217
50	112	45	37	71	36	496052
60	117	51	43	76	41	830415
70	127	61	53	86	51	1169012
80	137	71	63	96	61	1508285
90	147	81	73	106	71	1848232
100	157	91	83	116	81	2188896

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Predict Torc	Psyche Gem
		Psyche Globe
EVOLUTION	Psychic Torc	
	Sparkle Ruff	
TYPE	Gold Silk	
	Psyche Dust	



No.359 Disaster ♂♀

FOOTPRINT

Absol



TYPE	DARK
ABILITY	Pressure, Super Luck
FAVORITE GUMMI	Black Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	99

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crystal Crossing B8–B13F
- Southeastern Islands B1–B24F
- Zero Isle North B31–B40F
- Zero Isle East B30–B34F
- Zero Isle West B31–B39F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION



Does not evolve

MOVE LIST

LV1	Scratch	TM	Swagger	TM	Taunt	TM	Captivate
LV1	Feint	TM	Rock Slide	TM	Aerial Ace	TM	Dream Eater
LV4	Leer	TM	Will-O-Wisp	TM	Swords Dance	TM	Ice Beam
LV9	Taunt	TM	Return	TM	Shock Wave	HM	Cut
LV12	Quick Attack	TM	Flamethrower	TM	Thunder Wave	HM	Rock Smash
LV17	Razor Wind	TM	Thunder	TM	Toxic	HM	Strength
LV20	Pursuit	TM	Facade	TM	Thief	EGG	Punishment
LV25	Swords Dance	TM	Giga Impact	TM	Sleep Talk	EGG	Mean Look
LV28	Bite	TM	Endure	TM	Rest	EGG	Me First
LV33	Double Team	TM	Psych Up	TM	Hyper Beam	EGG	Zen Headbutt
LV36	Slash	TM	X-Scissor	TM	Secret Power	EGG	Double-Edge
LV41	Future Sight	TM	Natural Gift	TM	Blizzard	EGG	Faint Attack
LV44	Sucker Punch	TM	Payback	TM	Flash	EGG	Assurance
LV49	Detect	TM	Shadow Claw	TM	Protect	EGG	Curse
LV52	Night Slash	TM	Shadow Ball	TM	Substitute	EGG	Baton Pass
LV57	Me First	TM	Thunderbolt	TM	Water Pulse	EGG	Sucker Punch
LV60	Psycho Cut	TM	Vacuum-Cut	TM	False Swipe	EGG	Magic Coat
LV65	Perish Song	TM	Wide Slash	TM	Calm Mind	EGG	Substitute
TM	Iron Tail	TM	Stone Edge	TM	Hidden Power		
TM	Dark Pulse	TM	Fire Blast	TM	Attract		
TM	Torment	TM	Charge Beam	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	25	10	20	14	0
10	52	29	15	25	17	1758
20	62	34	20	30	22	38853
30	74	41	28	36	28	121404
40	100	61	48	56	48	299089
50	120	71	58	66	58	581217
60	139	81	68	76	68	972892
70	149	91	78	86	78	1369527
80	159	101	88	96	88	1766954
90	169	111	98	106	98	2165171
100	179	121	108	116	108	2564227

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Perish Torc	Dark Gem
		Dusk Globe
EVOLUTION		
TYPE	Black Silk	
	Dark Dust	

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No.142 Fossil ♂♀



Aerodactyl



TYPE: ROCK / FLYING

ABILITY: Rock Head / Pressure

FAVORITE GUMMI: Gray Gummi / Sky Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	52

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mt. Horn 8–14F
- ♥ Mt. Mistral 1–19F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B65–B69F
- ● Destiny Tower 65–69F
- ■ Deep Limestone Cavern B1–B5F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION: Does not evolve

MOVE LIST

LV1	Bite	TM	Torment	TM	Aerial Ace	TM	Dragon Pulse
LV1	Scary Face	TM	Swagger	TM	Toxic	TM	Rock Polish
LV1	Supersonic	TM	Rock Slide	TM	Dragon Claw	HM	Rock Smash
LV2	Thunder Fang	TM	Return	TM	Thief	HM	Strength
LV2	Ice Fang	TM	Flamethrower	TM	Sleep Talk	HM	Defog
LV2	Fire Fang	TM	Facade	TM	Rest	HM	Fly
LV3	Wing Attack	TM	Giga Impact	TM	Hyper Beam	EGG	Pursuit
LV9	Roar	TM	Endure	TM	Steel Wing	EGG	Assurance
LV17	Agility	TM	Earthquake	TM	Roost	EGG	Curse
LV25	AncientPower	TM	Natural Gift	TM	Secret Power	EGG	Steel Wing
LV33	Crunch	TM	Payback	TM	Roar	EGG	Whirlwind
LV41	Take Down	TM	Vacuum-Cut	TM	Protect	EGG	Foresight
LV49	Iron Head	TM	Wide Slash	TM	Substitute	EGG	DragonBreath
LV57	Hyper Beam	TM	Stealth Rock	TM	Hidden Power		
LV65	Rock Slide	TM	Stone Edge	TM	Attract		
LV73	Giga Impact	TM	Fire Blast	TM	Frustration		
TM	Iron Tail	TM	Taunt	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	14	3	10	3	0
10	30	21	9	17	9	1645
20	45	31	17	27	17	37041
30	65	45	28	41	28	115860
40	95	65	48	61	48	285555
50	123	75	58	71	58	555018
60	128	81	64	76	63	929126
70	138	91	74	86	73	1307972
80	148	101	84	96	83	1687574
90	158	111	94	106	93	2067932
100	168	121	104	116	103	2449090

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Old Brooch	Stone Gem
		Rock Globe
		Sky Silk
		Sky Dust
		Sky Gem
EVOLUTION		Sky Globe
TYPE	Gray Silk	
	Rock Dust	

No.306 Iron Armor ♂♀



Aggron



TYPE: STEEL / ROCK

ABILITY: Sturdy / Rock Head

FAVORITE GUMMI: Silver Gummi / Gray Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	64
BASE EXP.	122

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Deep Dusk Forest 1–12F
- ♥ Deep Dark Crater B9–B14F
- ● Dark Crater Pit (Deep B15F)
- ● Inferno Cave B1–B29F
- ● Zero Isle Center B21–B49F
- ■ Boulder Quarry Clearing (Deep B6F)

EVOLUTION: Aron (p. 516) → Lv32 → Lairon (p. 582) → Lv42 → Aggron

MOVE LIST

LV1	Harden	TM	Rock Slide	TM	Taunt	TM	Flash Cannon
LV1	Headbutt	TM	Return	TM	Aerial Ace	TM	Dragon Pulse
LV1	Tackle	TM	Flamethrower	TM	Shock Wave	TM	Ice Beam
LV1	Mud-Slap	TM	Thunder	TM	Thunder Wave	TM	Rock Polish
LV4	Harden	TM	Facade	TM	Toxic	HM	Cut
LV8	Mud-Slap	TM	Brick Break	TM	Dragon Claw	HM	Rock Smash
LV11	Headbutt	TM	Focus Blast	TM	Fling	HM	Strength
LV15	Metal Claw	TM	Focus Punch	TM	Sleep Talk	HM	Surf
LV18	Iron Defense	TM	Giga Impact	TM	Rest	HM	Rock Climb
LV22	Roar	TM	Endure	TM	Hyper Beam		
LV25	Take Down	TM	Earthquake	TM	Secret Power		
LV29	Iron Head	TM	Natural Gift	TM	Blizzard		
LV34	Protect	TM	Payback	TM	Roar		
LV40	Metal Sound	TM	Shadow Claw	TM	Protect		
LV48	Iron Tail	TM	Thunderbolt	TM	Substitute		
LV57	Double-Edge	TM	Vacuum-Cut	TM	Water Pulse		
LV65	Metal Burst	TM	Wide Slash	TM	Hidden Power		
TM	Iron Tail	TM	Stealth Rock	TM	Attract		
TM	Dark Pulse	TM	Stone Edge	TM	Frustration		
TM	Dig	TM	SolarBeam	TM	Captivate		
TM	Swagger	TM	Fire Blast	TM	Avalanche		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	4	5	10	5	10	0
10	42	16	14	15	15	1534
20	62	26	19	25	20	34542
30	82	39	28	38	29	108042
40	100	52	39	52	41	266286
50	105	57	44	57	46	517567
60	110	63	50	62	51	866431
70	120	73	60	72	61	1219713
80	130	83	70	82	71	1573701
90	140	93	80	92	81	1928392
100	150	103	90	102	91	2283831

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Iron Helmet	Metal Gem
		Steel Globe
		Gray Silk
		Rock Dust
EVOLUTION	Iron Torc	Stone Gem
	Metal Bangle	Rock Globe
TYPE	Iron Silk	
	Steel Dust	

See p.681 and 683 for its stats when it appears as a dungeon boss

No.190 Long Tail ♂♀



Aipom



TYPE: NORMAL

ABILITY: Run Away / Pickup

FAVORITE GUMMI: White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	125

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F

EVOLUTION: Aipom → LM: Double Hit → Ambipom (p. 513)

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Shock Wave	HM	Cut
LV1	Scratch	TM	Thunder	TM	Thunder Wave	HM	Rock Smash
LV4	Sand-Attack	TM	Facade	TM	Toxic	HM	Strength
LV8	Astonish	TM	Brick Break	TM	Thief	EGG	Screech
LV11	Baton Pass	TM	Focus Punch	TM	U-turn	EGG	Spite
LV15	Tickle	TM	Grass Knot	TM	Fling	EGG	Pursuit
LV18	Fury Swipes	TM	Endure	TM	Sleep Talk	EGG	DoubleSlap
LV22	Swift	TM	Natural Gift	TM	Rest	EGG	Counter
LV25	Screech	TM	Payback	TM	Secret Power	EGG	Agility
LV29	Agility	TM	Shadow Claw	TM	Protect	EGG	Slam
LV32	Double Hit	TM	Shadow Ball	TM	Substitute	EGG	Bounce
LV36	Fling	TM	Thunderbolt	TM	Water Pulse	EGG	Fake Out
LV39	Nasty Plot	TM	Vacuum-Cut	TM	Hidden Power	EGG	Beat Up
LV43	Last Resort	TM	Wide Slash	TM	Attract	EGG	Covet
TM	Iron Tail	TM	SolarBeam	TM	Frustration		
TM	Dig	TM	Taunt	TM	Captivate		
TM	Swagger	TM	Aerial Ace	TM	Dream Eater		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	16	15	16	15	0
10	50	23	20	23	20	1572
20	66	33	26	33	26	35401
30	96	43	36	43	36	110730
40	108	58	50	58	51	272911
50	113	64	56	63	56	530443
60	118	74	66	73	61	887986
70	128	84	76	83	71	1250058
80	138	94	86	93	81	1612852
90	148	104	96	103	91	1976368
100	158	114	106	113	101	2340649

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Revenge Ruff	White Gem
		Joy Globe
EVOLUTION	Ambipom Bow	
TYPE	White Silk	
	Normal Dust	

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No.65 Psi ♂♀



Alakazam



TYPE PSYCHIC

ABILITY Synchronize / Inner Focus

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Treeshroud Forest 10–20F
- ● Zero Isle North B1–B5F
- ● Zero Isle Center B43–B45F
- ■ Temporal Spire 1–10F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	75

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Kinesis	TM	Energy Ball	TM	Charge Beam	TM	Calm Mind
LV1	Teleport	TM	Return	TM	Taunt	TM	Hidden Power
LV1	Confusion	TM	Facade	TM	Shock Wave	TM	Attract
LV16	Confusion	TM	Focus Blast	TM	Thunder Wave	TM	Frustration
LV18	Disable	TM	Focus Punch	TM	Toxic	TM	Captivate
LV22	Miracle Eye	TM	Giga Impact	TM	Trick Room	TM	Dream Eater
LV24	Psybeam	TM	Grass Knot	TM	Drain Punch	TM	Recycle
LV28	Reflect	TM	Endure	TM	Thief	TM	Reflect
LV30	Recover	TM	Psychic	TM	Fling		
LV34	Psycho Cut	TM	Embargo	TM	Sleep Talk		
LV36	Calm Mind	TM	Psych Up	TM	Rest		
LV40	Psychic	TM	Natural Gift	TM	Hyper Beam		
LV42	Future Sight	TM	Shadow Ball	TM	Light Screen		
LV46	Trick	TM	Vacuum-Cut	TM	Secret Power		
TM	Iron Tail	TM	Safeguard	TM	Flash		
TM	Torment	TM	Wide Slash	TM	Protect		
TM	Swagger	TM	Skill Swap	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	4	12	11	10	0
10	54	11	17	18	15	1470
20	69	21	22	32	20	33106
30	87	31	26	52	24	103551
40	100	40	32	62	31	255217
50	105	45	37	67	36	496052
60	110	51	43	72	41	830415
70	120	61	53	82	51	1169012
80	130	71	63	92	61	1508285
90	140	81	73	102	71	1848232
100	150	91	83	112	81	2188896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sparkle Ruff	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Predict Torc		
	Psychic Torc		
TYPE	Gold Silk		
	Psyche Dust		

No.334 Humming ♂♀



Altaria



TYPE DRAGON / FLYING

ABILITY Natural Cure

FAVORITE GUMMI Royal Gummi / Sky Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B91–B98F
- ● Zero Isle Center B31–B49F
- ● Destiny Tower 91–99F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Sing	LV70	Sky Attack	TM	Pluck	TM	Captivate
LV1	Astonish	LV72	Draco Meteor	TM	Aerial Ace	TM	Dream Eater
LV1	Peck	TM	Iron Tail	TM	Toxic	TM	Dragon Pulse
LV1	Growl	TM	Swagger	TM	Dragon Claw	TM	Ice Beam
LV3	Pluck	TM	Return	TM	Thief	HM	Rock Smash
LV5	Astonish	TM	Flamethrower	TM	Sleep Talk	HM	Fly
LV9	Sing	TM	Facade	TM	Rest		
LV13	Fury Attack	TM	Giga Impact	TM	Hyper Beam		
LV18	Safeguard	TM	Endure	TM	Steel Wing		
LV23	Mist	TM	Psych Up	TM	Roost		
LV28	Take Down	TM	Earthquake	TM	Secret Power		
LV32	Natural Gift	TM	Natural Gift	TM	Roar		
LV35	DragonBreath	TM	Vacuum-Cut	TM	Protect		
LV39	Dragon Dance	TM	Safeguard	TM	Substitute		
LV46	Refresh	TM	Wide Slash	TM	Hidden Power		
LV54	Dragon Pulse	TM	SolarBeam	TM	Attract		
LV62	Perish Song	TM	Fire Blast	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	13	11	15	12	0
10	59	24	20	26	21	1549
20	75	42	31	44	32	34883
30	91	58	42	58	42	109108
40	106	67	48	68	49	268913
50	111	72	53	73	54	522673
60	116	78	59	78	59	874979
70	126	88	69	88	69	1231747
80	136	98	79	98	79	1589227
90	146	108	89	108	89	1947418
100	156	118	99	118	99	2306363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cloud Ruff	TYPE	Dragon Gem
			Dragon Globe
			Sky Silk
			Sky Dust
EVOLUTION	Tuft Bow		Sky Gem
			Sky Globe
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor

No.424 Long Tail ♂♀



Ambipom



TYPE NORMAL

ABILITY Technician / Pickup

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Marine Resort 10–18F
- ♥ Sky Stairway 1–30F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	79

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	TM	Dig	TM	SolarBeam	TM	Attract
LV1	Tail Whip	TM	Swagger	TM	Taunt	TM	Frustration
LV1	Sand-Attack	TM	Return	TM	Aerial Ace	TM	Captivate
LV1	Scratch	TM	Thunder	TM	Shock Wave	TM	Dream Eater
LV4	Sandstorm	TM	Facade	TM	Thunder Wave	HM	Cut
LV8	Astonish	TM	Brick Break	TM	Toxic	HM	Rock Smash
LV11	Baton Pass	TM	Focus Punch	TM	Thief	HM	Strength
LV15	Tickle	TM	Giga Impact	TM	U-turn		
LV18	Fury Swipes	TM	Grass Knot	TM	Fling		
LV22	Swift	TM	Endure	TM	Sleep Talk		
LV25	Screech	TM	Natural Gift	TM	Rest		
LV29	Agility	TM	Payback	TM	Hyper Beam		
LV32	Double Hit	TM	Shadow Claw	TM	Secret Power		
LV36	Fling	TM	Shadow Ball	TM	Protect		
LV39	Nasty Plot	TM	Thunderbolt	TM	Substitute		
LV43	Last Resort	TM	Vacuum-Cut	TM	Water Pulse		
TM	Iron Tail	TM	Wide Slash	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	48	13	12	13	12	0
10	57	20	17	20	17	1572
20	73	30	23	30	23	35401
30	103	40	33	40	33	110730
40	115	55	47	55	48	272911
50	120	61	53	60	53	530443
60	125	71	63	70	58	887986
70	135	81	73	80	68	1250058
80	145	91	83	90	78	1612852
90	155	101	93	100	88	1976368
100	165	111	103	110	98	2340649

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ambipom Bow	TYPE	White Gem
			Joy Globe
EVOLUTION	Revenge Ruff		
TYPE	White Silk		
	Normal Dust		

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No.181 Light ♂♀



Ampharos

TYPE	ELECTRIC
ABILITY	Static
FAVORITE GUMMI	Yellow Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	83

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Landslide Cave B1–B12F
- ♥ Far Amp Plains 6–9F
- ● Southeastern Islands B1–B24F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B31–B33F
- ● Destiny Tower 31–33F
- ■ Boulder Quarry B1–B3F
- ■ Right Cave Path B1–B3F
- ■ Left Cave Path B1–B3F

EVOLUTION
Mareep (p. 596) → Lv15 → Flaaffy (p.554) → Lv30 → Ampharos

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	17	3	16	3	0
10	34	26	9	25	9	1631
20	52	40	22	36	22	36716
30	76	60	41	54	42	114843
40	106	72	53	66	54	283049
50	121	78	58	74	59	550147
60	131	86	64	81	64	920973
70	141	96	74	91	74	1296494
80	151	106	84	101	84	1672764
90	161	116	94	111	94	2049784
100	171	126	104	121	104	2427597

MOVE LIST

LV1	Tackle	TM	Swagger	TM	Fling			
LV1	ThunderShock	TM	Return	TM	Sleep Talk			
LV1	Thunder Wave	TM	Thunder	TM	Rest			
LV1	Growl	TM	Facade	TM	Hyper Beam			
LV5	Growl	TM	Brick Break	TM	Light Screen			
LV6	Fire Punch	TM	Focus Blast	TM	Secret Power			
LV10	ThunderShock	TM	Focus Punch	TM	Flash			
LV14	Thunder Wave	TM	Giga Impact	TM	Protect			
LV20	Cotton Spore	TM	Endure	TM	Substitute			
LV25	Charge	TM	Natural Gift	TM	Hidden Power			
LV30	ThunderPunch	TM	Thunderbolt	TM	Attract			
LV34	Discharge	TM	Vacuum-Cut	TM	Frustration			
LV42	Signal Beam	TM	Wide Slash	TM	Captivate			
LV51	Light Screen	TM	Charge Beam	HM	Rock Smash			
LV59	Power Gem	TM	Shock Wave	HM	Strength			
LV68	Thunder	TM	Thunder Wave	HM	Rock Climb			
TM	Iron Tail	TM	Toxic					

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sacred Scarf	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Wool Bow		
	Fluffy Scarf		
TYPE	Yellow Silk		
	Thunder Dust		

No.347 Old Shrimp ♂♀



Anorith

TYPE	ROCK / BUG
ABILITY	Battle Armor
FAVORITE GUMMI	Gray Gummi, Green Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	15

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Drenched Bluff B1–B6F
- ● Star Cave B1–B7F
- ● Zero Isle East B21–B25F
- ■ Star Cave B1–B7F

EVOLUTION
Anorith → Lv40 → Armaldo (p. 515)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	13	11	5	11	5	0
10	24	21	14	22	14	1558
20	39	34	26	38	27	35074
30	69	44	36	48	37	109707
40	99	51	42	54	43	270389
50	119	56	46	57	46	525543
60	129	62	50	61	50	879783
70	139	72	60	71	60	1238509
80	149	82	70	81	70	1597952
90	159	92	80	91	80	1958109
100	169	102	90	101	90	2319025

MOVE LIST

LV1	Harden	TM	Brick Break	TM	Hidden Power			
LV1	Scratch	TM	Endure	TM	Attract			
LV7	Mud Sport	TM	X-Scissor	TM	Frustration			
LV13	Water Gun	TM	Natural Gift	TM	Captivate			
LV19	Metal Claw	TM	Vacuum-Cut	TM	Rock Polish			
LV25	Protect	TM	Wide Slash	HM	Cut			
LV31	AncientPower	TM	Stealth Rock	HM	Rock Smash			
LV37	Fury Cutter	TM	Aerial Ace	EGG	Screech			
LV43	Slash	TM	Swords Dance	EGG	Rock Slide			
LV49	Rock Blast	TM	Toxic	EGG	Cross Poison			
LV55	Crush Claw	TM	Sleep Talk	EGG	Rapid Spin			
LV61	X-Scissor	TM	Rest	EGG	Sand-Attack			
TM	Dig	TM	Secret Power	EGG	Swords Dance			
TM	Swagger	TM	Protect	EGG	Knock Off			
TM	Rock Slide	TM	Substitute					
TM	Return	TM	Water Pulse					
TM	Facade	TM	False Swipe					

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Guard Claw	TYPE	Stone Gem
			Rock Glove
			Green Silk
			Wonder Dust
EVOLUTION	Rigid Cape		Guard Gem
			Defend Globe
TYPE	Gray Silk		
	Rock Dust		

No.24 Cobra ♂♀



Arbok

TYPE	POISON
ABILITY	Intimidate, Shed Skin
FAVORITE GUMMI	Pink Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	65
BASE EXP.	95

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Dark Crater Pit (Deep B15F)
- ♥ Shimmer Desert 1–9F
- ● Zero Isle North B50–B74F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B60–B64F
- ● Zero Isle Center B38–B40F
- ● Destiny Tower 17–21F
- ■ Limestone Cavern Depths (DeepB6F)

EVOLUTION
Ekans (p. 549) → Lv22 → Arbok

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	8	6	7	5	0
10	48	22	15	21	14	1715
20	68	39	27	39	26	38600
30	94	59	38	51	37	120735
40	124	69	53	55	51	297570
50	139	77	57	58	55	578372
60	144	83	61	62	59	968222
70	154	93	71	72	69	1363009
80	164	103	81	82	79	1758584
90	174	113	91	92	89	2154946
100	184	123	101	102	99	2552142

MOVE LIST

LV1	Bite	LV42	Gastro Acid	TM	Vacuum-Cut			
LV1	Poison Sting	LV48	Haze	TM	Wide Slash			
LV1	Leer	LV56	Gunk Shot	TM	Poison Jab			
LV1	Wrap	TM	Iron Tail	TM	Toxic			
LV2	Thunder Fang	TM	Dark Pulse	TM	Thief			
LV2	Ice Fang	TM	Dig	TM	Sleep Talk			
LV3	Fire Fang	TM	Torment	TM	Rest			
LV4	Poison Sting	TM	Swagger	TM	Hyper Beam			
LV9	Bite	TM	Rock Slide	TM	Secret Power			
LV12	Glare	TM	Return	TM	Sludge Bomb			
LV17	Screech	TM	Facade	TM	Protect			
LV20	Acid	TM	Giga Impact	TM	Substitute			
LV22	Crunch	TM	Giga Drain	TM	Hidden Power			
LV28	Stockpile	TM	Endure	TM	Attract			
LV28	Swallow	TM	Earthquake	TM	Frustration			
LV28	Spit Up	TM	Natural Gift	TM	Captivate			
LV34	Mud Bomb	TM	Payback	HM	Strength			

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shock Ruff	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Leash Bow		
TYPE	Pink Silk		
	Poison Dust		

See p.681 for its stats when it appears as a dungeon boss

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No.59 Legendary ♂♀

Arcanine



TYPE FIRE

ABILITY Intimidate, Flash Fire

FAVORITE GUMMI Red Gummi

TERRAIN Lava

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

DAMAGE DEALT BY SIZEBUST ORB 31

BASE EXP. 83

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Dark Crater B6F–Deep B9, B11–B14F
- ♥ Shimmer Hill 1–17F
- ♥ Giant Volcano 1–19F
- ● Zero Isle South B50–B55F
- ● Destiny Tower 50–55F

EVOLUTION
Growlithe (p. 566) → Arcanine — Fire Stone

MOVE LIST

LV1	Odor Sleuth	TM	Vacuum-Cut	TM	Captivate		
LV1	Bite	TM	Wide Slash	TM	Dragon Pulse		
LV1	Thunder Fang	TM	SolarBeam	HM	Rock Smash		
LV1	Roar	TM	Fire Blast	HM	Strength		
LV4	Fire Fang	TM	Aerial Ace	HM	Rock Climb		
LV39	ExtremeSpeed	TM	Toxic				
TM	Iron Tail	TM	Thief				
TM	Dig	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Overheat	TM	Hyper Beam				
TM	Will-O-Wisp	TM	Secret Power				
TM	Return	TM	Roar				
TM	Flamethrower	TM	Protect				
TM	Facade	TM	Substitute				
TM	Giga Impact	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	25	11	20	11	0
10	48	30	15	25	15	1697
20	67	40	24	35	24	37840
30	97	50	34	45	34	118296
40	127	58	43	54	43	291493
50	139	63	48	59	48	566506
60	144	69	54	64	53	948312
70	154	79	64	74	63	1334952
80	164	89	74	84	73	1722365
90	174	99	84	94	83	2110548
100	184	109	94	104	93	2499548

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Legend Bow	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION	Growl-Scarf		
TYPE	Red Silk		
	Fire Dust		



No.168 Long Leg ♂♀

Ariados



TYPE BUG, POISON

ABILITY Swarm, Insomnia

FAVORITE GUMMI Green Gummi, Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ☆☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 37

BASE EXP. 54

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mt. Horn 1–7F
- ● Zero Isle North B11–B15F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B42–B46F
- ● Destiny Tower 42–46F

EVOLUTION
Spinarak (p. 648) → Ariados — Lv22

MOVE LIST

LV1	String Shot	TM	Dig	TM	Hyper Beam		
LV1	Constrict	TM	Swagger	TM	Secret Power		
LV1	Scary Face	TM	Return	TM	Flash		
LV1	Poison Sting	TM	Facade	TM	Sludge Bomb		
LV2	Bug Bite	TM	Giga Impact	TM	Protect		
LV5	Scary Face	TM	Giga Drain	TM	Substitute		
LV8	Constrict	TM	Endure	TM	Hidden Power		
LV12	Leech Life	TM	Psychic	TM	Attract		
LV15	Night Shade	TM	Natural Gift	TM	Frustration		
LV19	Shadow Sneak	TM	Vacuum-Cut	TM	Captivate		
LV23	Fury Swipes	TM	Wide Slash				
LV28	Sucker Punch	TM	SolarBeam				
LV32	Spider Web	TM	Poison Jab				
LV37	Agility	TM	Toxic				
LV41	Detect	TM	Thief				
LV46	Psychic	TM	Sleep Talk				
LV50	Poison Jab	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	8	10	4	8	6	0
10	21	18	9	18	10	1794
20	41	34	19	28	19	40391
30	66	47	31	38	36	126335
40	94	57	49	48	52	311372
50	114	67	59	58	62	605199
60	133	78	68	67	73	1013131
70	143	88	78	77	83	1426230
80	153	98	88	87	93	1840153
90	163	108	98	97	103	2254899
100	173	118	108	107	113	2670519

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ariados Bow	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Spina-Scarf		Poison Gem
			Poison Globe
TYPE	Green Silk		
	Wonder Dust		



No.348 Plate ♂♀

Armaldo



TYPE ROCK, BUG

ABILITY Battle Armor

FAVORITE GUMMI Gray Gummi, Green Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 110%

DAMAGE DEALT BY SIZEBUST ORB 39

BASE EXP. 117

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B16–B20F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B17–B19F
- ● Destiny Tower 13–16F

EVOLUTION
Anorith (p. 514) → Armaldo — Lv40

MOVE LIST

LV1	Harden	TM	Iron Tail	TM	Swords Dance	HM	Rock Smash
LV1	Mud Sport	TM	Dig	TM	Toxic	HM	Strength
LV1	Scratch	TM	Swagger	TM	Sleep Talk		
LV1	Water Gun	TM	Rock Slide	TM	Rest		
LV7	Mud Sport	TM	Return	TM	Hyper Beam		
LV13	Water Gun	TM	Facade	TM	Secret Power		
LV19	Metal Claw	TM	Brick Break	TM	Protect		
LV25	Protect	TM	Giga Impact	TM	Substitute		
LV31	AncientPower	TM	Endure	TM	Water Pulse		
LV37	Fury Cutter	TM	X-Scissor	TM	False Swipe		
LV46	Slash	TM	Earthquake	TM	Hidden Power		
LV55	Rock Blast	TM	Natural Gift	TM	Attract		
LV67	Crush Claw	TM	Vacuum-Cut	TM	Frustration		
LV73	X-Scissor	TM	Wide Slash	TM	Captivate		
*1	Water Gun	TM	Stealth Rock	TM	Flash Cannon		
*1	Metal Claw	TM	Stone Edge	TM	Rock Polish		
*1	Harden	TM	Aerial Ace	HM	Cut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	11	5	11	5	0
10	21	21	14	22	14	1558
20	36	34	26	38	27	35074
30	66	44	36	48	37	109707
40	96	51	42	54	43	270389
50	116	56	46	57	46	525543
60	126	62	50	61	50	879783
70	136	72	60	71	60	1238509
80	146	82	70	81	70	1597952
90	156	92	80	91	80	1958109
100	166	102	90	101	90	2319025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rigid Cape	TYPE	Stone Gem
			Rock Globe
			Green Silk
			Wonder Dust
EVOLUTION	Guard Claw		Guard Gem
			Defend Globe
TYPE	Gray Silk		
	Rock Dust		

*1 During Special Episode 2

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No.304 Iron Armor ♂♀

Aron



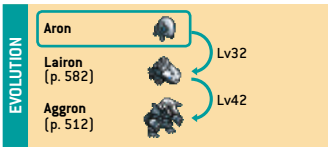
TYPE STEEL / ROCK

ABILITY Sturdy, Rock Head

FAVORITE GUMMI Silver Gummi, Gray Gummi

LOCATION
- ♥ Northern Desert 1–8F
- ● Southeastern Islands B1–B24F
- ● Zero Isle South B8–B9F
- ● Desting Tower 8–9F
- ■ Upper Spring Cave B2–B4F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	49

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Rock Slide	TM	Protect	EGG	Curse
LV4	Harden	TM	Return	TM	Substitute	EGG	Stomp
LV8	Mud-Slap	TM	Facade	TM	Water Pulse		
LV11	Headbutt	TM	Endure	TM	Hidden Power		
LV15	Metal Claw	TM	Earthquake	TM	Attract		
LV18	Iron Defense	TM	Natural Gift	TM	Frustration		
LV22	Roar	TM	Shadow Claw	TM	Captivate		
LV25	Take Down	TM	Vacuum-Cut	TM	Rock Polish		
LV29	Iron Head	TM	Wide Slash	HM	Cut		
LV32	Protect	TM	Stealth Rock	HM	Rock Smash		
LV36	Metal Sound	TM	Aerial Ace	HM	Strength		
LV39	Iron Tail	TM	Shock Wave	EGG	Iron Head		
LV43	Double-Edge	TM	Toxic	EGG	Screech		
LV46	Metal Burst	TM	Sleep Talk	EGG	Endeavor		
TM	Iron Tail	TM	Rest	EGG	SmellingSalt		
TM	Dig	TM	Secret Power	EGG	Dragon Rush		
TM	Swagger	TM	Roar	EGG	Body Slam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	11	17	11	14	0
10	50	22	21	21	19	1534
20	70	32	26	31	24	34542
30	90	45	35	44	33	108042
40	108	58	46	58	45	266286
50	113	63	51	63	50	517567
60	118	69	57	68	55	866431
70	128	79	67	78	65	1219713
80	138	89	77	88	75	1573701
90	148	99	87	98	85	1928392
100	158	109	97	108	95	2283831

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Iron Torc	TYPE	Metal Gem
			Steel Globe
			Gray Silk
			Rock Dust
EVOLUTION	Metal Bangle		Stone Gem
	Iron Helmet		Rock Glove
TYPE	Iron Silk		
	Steel Dust		

No.144 Freeze Unknown

Articuno



TYPE ICE / FLYING

ABILITY Pressure

FAVORITE GUMMI Clear Gummi, Sky Gummi

LOCATION
- ● Mt. Avalanche Peak (20F)
- * Does not appear once recruited

EVOLUTION



TERRAIN	Air
SIZE	★★☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	69
BASE EXP.	0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Gust	TM	Giga Impact	TM	Protect		
LV1	Powder Snow	TM	Endure	TM	Substitute		
LV8	Mist	TM	Natural Gift	TM	Water Pulse		
LV15	Ice Shard	TM	Vacuum-Cut	TM	Hidden Power		
LV22	Mind Reader	TM	Wide Slash	TM	Frustration		
LV29	AncientPower	TM	Pluck	TM	Avalanche		
LV36	Agility	TM	Aerial Ace	TM	Reflect		
LV43	Ice Beam	TM	Toxic	TM	Ice Beam		
LV50	Reflect	TM	U-turn	HM	Rock Smash		
LV57	Roost	TM	Sleep Talk	HM	Defog		
LV64	Tailwind	TM	Rest	HM	Fly		
LV71	Blizzard	TM	Hyper Beam				
LV78	Sheer Cold	TM	Steel Wing				
LV85	Hail	TM	Roost				
TM	Swagger	TM	Secret Power				
TM	Return	TM	Blizzard				
TM	Facade	TM	Roar				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	24	15	24	15	0
10	58	42	24	42	24	1955
20	78	60	34	60	34	43096
30	98	70	44	70	44	134645
40	118	80	54	80	54	331692
50	138	90	64	90	64	644558
60	157	100	74	100	74	1078906
70	167	110	84	110	84	1518753
80	177	120	94	120	94	1959478
90	187	130	104	130	104	2401080
100	197	140	114	140	114	2843611

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Freeze Veil	TYPE	Icy Gem
			Icy Globe
			Sky Silk
			Sky Dust
EVOLUTION			Sky Gem
			Sky Globe
TYPE	Clear Silk		
	Icy Dust		

See p.681 for its stats when it appears as a dungeon boss

No.482 Willpower Unknown

Azelf



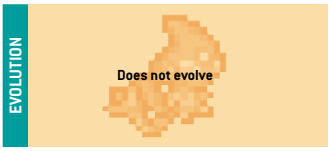
TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION
- ● Crystal Lake (Crystal Crossing B14F)
- * Does not appear once recruited

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	124

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Rest	TM	Flamethrower	TM	Explosion	TM	Substitute
LV1	Confusion	TM	Thunder	TM	Fire Blast	TM	Water Pulse
LV6	Imprison	TM	Facade	TM	Charge Beam	TM	Calm Mind
LV16	Detect	TM	Giga Impact	TM	Taunt	TM	Hidden Power
LV21	Swift	TM	Grass Knot	TM	Shock Wave	TM	Frustration
LV31	Uproar	TM	Endure	TM	Thunder Wave	TM	Dream Eater
LV36	Future Sight	TM	Psychic	TM	Toxic	TM	Recycle
LV46	Nasty Plot	TM	Psych Up	TM	Trick Room	TM	Reflect
LV51	Extrasensory	TM	Natural Gift	TM	U-turn		
LV61	Last Resort	TM	Payback	TM	Fling		
LV66	Natural Gift	TM	Shadow Ball	TM	Sleep Talk		
LV76	Explosion	TM	Thunderbolt	TM	Rest		
TM	Iron Tail	TM	Vacuum-Cut	TM	Hyper Beam		
TM	Torment	TM	Safeguard	TM	Light Screen		
TM	Swagger	TM	Wide Slash	TM	Secret Power		
TM	Energy Ball	TM	Skill Swap	TM	Flash		
TM	Return	TM	Stealth Rock	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	13	13	13	9	0
10	49	28	28	27	23	1876
20	59	48	48	47	35	42236
30	70	58	58	57	45	132107
40	90	68	68	67	55	325599
50	110	81	81	80	65	632850
60	130	99	99	98	75	1059420
70	150	109	109	108	85	1491393
80	165	119	119	118	95	1924227
90	175	129	129	128	105	2357923
100	185	139	139	138	115	2792532

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Hope Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

See p.681 for its stats when it appears as a dungeon boss

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No.184 Aqua Rabbit ♂♀



Azumarill

♥1

TYPE WATER

ABILITY Thick Fat / Huge Power

FAVORITE GUMMI Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B1–B5F
- ● Zero Isle West B6–B10F
- ● Destiny Tower 11–14F

EVOLUTION

Azurill (p. 517) → IQ of at least ★2–2.5 → Marill (p. 596) → Lv18 → Azumarill

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Blizzard				
LV1	Tackle	TM	Facade	TM	Protect				
LV1	Defense Curl	TM	Brick Break	TM	Substitute				
LV1	Water Gun	TM	Focus Blast	TM	Water Pulse				
LV2	Defense Curl	TM	Focus Punch	TM	Hidden Power				
LV7	Tail Whip	TM	Giga Impact	TM	Attract				
LV10	Water Gun	TM	Grass Knot	TM	Frustration				
LV15	Rollout	TM	Endure	TM	Captivate				
LV20	BubbleBeam	TM	Natural Gift	TM	Ice Beam				
LV27	Aqua Ring	TM	Vacuum-Cut	HM	Rock Smash				
LV33	Double-Edge	TM	Wide Slash	HM	Strength				
LV40	Rain Dance	TM	Toxic	HM	Waterfall				
LV47	Iron Tail	TM	Fling	HM	Surf				
LV54	Hydro Pump	TM	Sleep Talk						
TM	Iron Tail	TM	Rest						
TM	Dig	TM	Hyper Beam						
TM	Swagger	TM	Secret Power						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	6	7	5	6	0
10	31	13	12	12	11	1196
20	41	23	17	22	16	26936
30	51	33	21	32	20	84253
40	61	42	27	42	27	207655
50	66	47	32	47	32	403608
60	71	53	38	52	37	675659
70	81	63	48	62	47	951155
80	91	73	58	72	57	1227201
90	101	83	68	82	67	1503796
100	111	93	78	92	77	1780974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Azuma-Dew		Surfer Rock
	Azuma-Card		Brine Scarf
	Stream Charm	TYPE	Blue Silk
	Dotted Scarf		Water Dust
EVOLUTION	Azuri-Dew		Aqua Gem
	Azuri-Card		Aqua Globe
	Fount Charm		
	Water Float		
	Marill Dew		
	Marill Card		



No.298 Polka Dot ♂♀



Azurill

♥5

TYPE NORMAL

ABILITY Thick Fat / Huge Power

FAVORITE GUMMI White Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	127

HOW TO RECRUIT: DEFEAT, EGG, DRINK, MISSION, EVOLUTION, OTHER

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave 1F–Lower B4F
- ♥ Mt. Avalanche 1–19F

EVOLUTION

Azurill → IQ of at least ★2–2.5 → Marill (p. 596) → Lv18 → Azumarill (p. 517)

MOVE LIST

LV1	Splash	TM	Secret Power	EGG	Refresh				
LV2	Charm	TM	Blizzard						
LV7	Tail Whip	TM	Protect						
LV10	Bubble	TM	Substitute						
LV15	Slam	TM	Water Pulse						
LV18	Water Gun	TM	Hidden Power						
TM	Iron Tail	TM	Attract						
TM	Swagger	TM	Frustration						
TM	Return	TM	Captivate						
TM	Facade	TM	Ice Beam						
TM	Endure	HM	Waterfall						
TM	Natural Gift	HM	Surf						
TM	Vacuum-Cut	EGG	Encore						
TM	Wide Slash	EGG	Fake Tears						
TM	Toxic	EGG	Sing						
TM	Sleep Talk	EGG	Tickle						
TM	Rest	EGG	Slam						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	10	12	10	17	0
10	31	17	17	17	22	1196
20	41	27	22	27	27	26936
30	51	37	26	37	31	84253
40	61	46	32	47	38	207655
50	66	51	37	52	43	403608
60	71	57	43	57	48	675659
70	81	67	53	67	58	951155
80	91	77	63	77	68	1227201
90	101	87	73	87	78	1503796
100	111	97	83	97	88	1780974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Azuri-Dew		Azuma-Card
	Azuri-Card		Stream Charm
	Fount Charm		Dotted Scarf
	Water Float		White Silk
	Blue Jewel	TYPE	Normal Dust
EVOLUTION	Marill Dew		White Gem
	Marill Card		Joy Globe
	Surfer Rock		
	Brine Scarf		
	Azuma-Dew		



No.371 Rock Head ♂♀



Bagon

♥4

TYPE DRAGON

ABILITY Rock Head

FAVORITE GUMMI Royal Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Crystal Crossing B1–B7F
- ● Zero Isle South B47–B49F
- ● Destiny Tower 47–50F
- ● Dragon Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Deep Star Cave (B5F)

EVOLUTION

Bagon → Lv30 → Shelgon (p. 638) → Lv50 → Salamence (p. 632)

MOVE LIST

LV1	Rage	TM	Facade	TM	Hidden Power				
LV5	Bite	TM	Brick Break	TM	Attract				
LV10	Leer	TM	Endure	TM	Frustration				
LV16	Headbutt	TM	Natural Gift	TM	Captivate				
LV20	Focus Energy	TM	Shadow Claw	TM	Dragon Pulse				
LV25	Ember	TM	Vacuum-Cut	HM	Cut				
LV31	DragonBreath	TM	Wide Slash	HM	Rock Smash				
LV35	Zen Headbutt	TM	Fire Blast	HM	Strength				
LV40	Scary Face	TM	Aerial Ace	EGG	Thrash				
LV46	Crunch	TM	Toxic	EGG	Shadow Claw				
LV50	Dragon Claw	TM	Dragon Claw	EGG	Twister				
LV55	Double-Edge	TM	Sleep Talk	EGG	Dragon Rush				
LV72	Draco Meteor	TM	Rest	EGG	Hydro Pump				
TM	Swagger	TM	Secret Power	EGG	Fire Fang				
TM	Rock Slide	TM	Roar	EGG	Dragon Rage				
TM	Return	TM	Protect	EGG	Dragon Dance				
TM	Flamethrower	TM	Substitute						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	11	9	10	7	0
10	51	20	14	19	7	1629
20	62	30	19	29	12	36674
30	72	40	27	39	17	114711
40	92	55	44	49	34	282723
50	112	65	54	59	44	549515
60	131	75	64	69	54	919913
70	141	85	74	79	64	1295002
80	151	95	84	89	74	1670840
90	161	105	94	99	84	2047426
100	171	115	104	109	94	2424805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Crag Helmet	TYPE	Dragon Gem
			Dragon Globe
EVOLUTION	Outlast Bow		
	Sala-Cape		
TYPE	Royal Silk		
	Dragon Dust		

See p.683 for its stats when it appears as a dungeon boss. IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.343 Clay Doll — Unknown



Baltoy



♥ 3

TYPE: GROUND / PSYCHIC

ABILITY: Levitate

FAVORITE GUMMI: Brown Gummi, Gold Gummi

LOCATION
- ♥ Northern Desert 1–7F
- ● Zero Isle North B26–B30F
- ● Zero Isle West B26–B31F
- ● Zero Isle South B12–B15F
- ● Zero Isle Center B43–B45F
- ● Destiny Tower 12–15F
- ■ Spring Cave B1–B4F, Lower B4F–Depths B4F

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	75

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Confusion	TM	Return	TM	Charge Beam	TM	Rock Polish
LV3	Harden	TM	Facade	TM	Toxic		
LV5	Rapid Spin	TM	Grass Knot	TM	Trick Room		
LV7	Mud-Slap	TM	Endure	TM	Sleep Talk		
LV11	Psybeam	TM	Psychic	TM	Rest		
LV15	Rock Tomb	TM	Psych Up	TM	Light Screen		
LV19	Selfdestruct	TM	Earthquake	TM	Secret Power		
LV25	AncientPower	TM	Natural Gift	TM	Flash		
LV31	Power Trick	TM	Gyro Ball	TM	Protect		
LV37	Sandstorm	TM	Shadow Ball	TM	Substitute		
LV45	Cosmic Power	TM	Vacuum-Cut	TM	Calm Mind		
LV53	Earth Power	TM	Safeguard	TM	Hidden Power		
LV61	Heal Block	TM	Wide Slash	TM	Frustration		
LV71	Explosion	TM	Skill Swap	TM	Dream Eater		
TM	Dig	TM	Stealth Rock	TM	Recycle		
TM	Swagger	TM	SolarBeam	TM	Reflect		
TM	Rock Slide	TM	Explosion	TM	Ice Beam		

EVOLUTION

Baltoy → Lv36 → Claydol (p. 533)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	10	8	10	8	0
10	41	24	13	26	12	1567
20	61	32	20	34	18	35278
30	81	42	30	44	28	110343
40	101	52	40	54	38	271957
50	119	62	49	63	48	528589
60	125	68	54	68	54	884882
70	135	78	64	78	64	1245688
80	145	88	74	88	74	1607214
90	155	98	84	98	84	1969459
100	165	108	94	108	94	2332467

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bal-Brooch	TYPE	Earth Gem
			Terra Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Claydol Torc		Psyche Gem
			Psyche Globe
TYPE	Brown Silk		
	Ground Dust		

No.354 Marionette — ♂♀



Banette



♥ 0

TYPE: GHOST

ABILITY: Insomnia, Frisk

FAVORITE GUMMI: Purple Gummi

LOCATION
- ● Dark Hill 1–7F
- ♥ Sky Stairway 1–49F
- ● Inferno Cave B16–B29F
- ● Zero Isle West B26–B30F
- ■ Spacial Cliffs 1–10F
- ■ Dark Ice Mountain 1–9F

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	109

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	Screech	Companion	Screech	TM	Payback	TM	Hyper Beam
LV1	Night Shade	Companion	Swagger	TM	Shadow Claw	TM	Secret Power
LV1	Curse	Companion	Knock Off	TM	Shadow Ball	TM	Flash
LV1	Knock Off	Companion	Frustration	TM	Thunderbolt	TM	Protect
LV5	Night Shade	TM	Dark Pulse	TM	Vacuum-Cut	TM	Substitute
LV8	Screech	TM	Torment	TM	Wide Slash	TM	Calm Mind
LV13	Curse	TM	Swagger	TM	Skill Swap	TM	Hidden Power
LV16	Spite	TM	Will-O-Wisp	TM	Charge Beam	TM	Attract
LV20	Shadow Sneak	TM	Return	TM	Taunt	TM	Frustration
LV23	Will-O-Wisp	TM	Thunder	TM	Shock Wave	TM	Captivate
LV28	Faint Attack	TM	Facade	TM	Thunder Wave	TM	Dream Eater
LV31	Shadow Ball	TM	Giga Impact	TM	Toxic		
LV35	Sucker Punch	TM	Endure	TM	Trick Room		
LV42	Embargo	TM	Psychic	TM	Thief		
LV51	Snatch	TM	Embargo	TM	Fling		
LV58	Grudge	TM	Psych Up	TM	Sleep Talk		
LV66	Trick	TM	Natural Gift	TM	Rest		

EVOLUTION

Shuppet (p. 640) → Lv37 → Banette

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	8	9	8	9	0
10	47	15	14	15	14	1540
20	67	25	19	25	19	34682
30	85	40	29	40	29	108481
40	95	50	39	50	39	267369
50	105	60	49	60	49	519671
60	115	70	59	70	59	869954
70	125	80	69	80	69	1224672
80	135	90	79	90	79	1580099
90	145	100	89	100	89	1936232
100	155	110	99	110	99	2293116

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ominous Torc	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Shuppet Cape		
TYPE	Purple Silk		
	Shady Dust		

See p.398 for its stats when it accompanies you

No.339 Whiskers — ♂♀



Barboach



♥ 5

TYPE: WATER / GROUND

ABILITY: Oblivious, Anticipation

FAVORITE GUMMI: Blue Gummi, Brown Gummi

LOCATION
- ♥ Waterfall Cave B1–B8F
- ♥ Serenity River B1–B7F
- ● Destiny Tower 1–3F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17
BASE EXP.	32

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Mud-Slap	TM	Endure	TM	Ice Beam		
LV6	Mud Sport	TM	Earthquake	HM	Waterfall		
LV6	Water Sport	TM	Natural Gift	HM	Surf		
LV10	Water Gun	TM	Vacuum-Cut	EGG	Thrash		
LV14	Mud Bomb	TM	Wide Slash	EGG	Whirlpool		
LV18	Amnesia	TM	Toxic	EGG	Flail		
LV22	Water Pulse	TM	Sleep Talk	EGG	Spark		
LV26	Magnitude	TM	Rest	EGG	Take Down		
LV31	Snore	TM	Secret Power	EGG	Hydro Pump		
LV31	Rest	TM	Blizzard				
LV35	Aqua Tail	TM	Protect				
LV39	Earthquake	TM	Substitute				
LV43	Future Sight	TM	Water Pulse				
LV47	Fissure	TM	Hidden Power				
TM	Swagger	TM	Attract				
TM	Return	TM	Frustration				
TM	Facade	TM	Captivate				

EVOLUTION

Barboach → Lv30 → Whiscash (p. 671)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	0	14	3	0
10	34	19	9	20	9	1486
20	50	35	25	35	24	33446
30	70	49	39	49	38	104614
40	80	57	48	56	44	257836
50	90	67	58	66	54	501144
60	100	77	68	76	64	838938
70	110	87	78	86	74	1181011
80	120	97	88	96	84	1523766
90	130	107	98	106	94	1867203
100	140	117	108	116	104	2211363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Soak Scarf	TYPE	Aqua Gem
			Aqua Globe
			Brown Silk
			Ground Dust
EVOLUTION	Whiscash Bow		Earth Gem
			Terra Globe
TYPE	Blue Silk		
	Water Dust		

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No.411 Shield ♂♀

X

Bastiodon



TYPE ROCK / STEEL

ABILITY Sturdy

FAVORITE GUMMI Gray Gummi, Silver Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	113

HOW TO RECRUIT

DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION

- Hidden Land 1F–Highland 8F
- Zero Isle South B69–B73F
- Destiny Tower 69–73F

MOVE LIST

LV1	Metal Sound	TM	Swagger	TM	Shock Wave	TM	Rock Polish
LV1	Tackle	TM	Rock Slide	TM	Toxic	HM	Rock Smash
LV1	Taunt	TM	Return	TM	Sleep Talk	HM	Strength
LV1	Protect	TM	Flamethrower	TM	Rest		
LV6	Taunt	TM	Thunder	TM	Hyper Beam		
LV10	Metal Sound	TM	Facade	TM	Secret Power		
LV15	Take Down	TM	Giga Impact	TM	Blizzard		
LV19	Iron Defense	TM	Endure	TM	Roar		
LV24	Swagger	TM	Earthquake	TM	Protect		
LV28	AncientPower	TM	Natural Gift	TM	Substitute		
LV30	Block	TM	Thunderbolt	TM	Hidden Power		
LV36	Endure	TM	Vacuum-Cut	TM	Attract		
LV43	Metal Burst	TM	Wide Slash	TM	Frustration		
LV52	Iron Head	TM	Stealth Rock	TM	Captivate		
TM	Iron Tail	TM	Stone Edge	TM	Avalanche		
TM	Dig	TM	Fire Blast	TM	Flash Cannon		
TM	Torment	TM	Taunt	TM	Ice Beam		

EVOLUTION

Shieldon (p. 639) → Lv30 → Bastiodon

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	16	9	16	0
10	43	19	23	18	23	1695
20	59	32	32	31	32	38161
30	86	42	41	41	41	119362
40	116	51	52	51	53	294186
50	134	57	58	56	58	571794
60	144	67	68	66	68	957210
70	154	77	78	76	78	1347507
80	164	87	88	86	88	1738583
90	174	97	98	96	98	2130437
100	184	107	108	106	108	2523116

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Block Brooch	TYPE	Stone Gem
			Rock Globe
			Iron Silk
			Steel Dust
EVOLUTION	Rebound Bow		Metal Gem
			Steel Globe
TYPE	Gray Silk		
	Rock Dust		



No.153 Leaf ♂♀

0

FOOTPRINT

Bayleef



TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	61

HOW TO RECRUIT

DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION

- Mystifying Forest 1–13F
- Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- Mystery Jungle 1–29F
- Zero Isle North B26–B30F
- Zero Isle East B26–B30F
- Zero Isle Center B23–B25F

MOVE LIST

LV1	Tackle	TM	Swagger	TM	Light Screen		
LV1	PoisonPowder	TM	Energy Ball	TM	Secret Power		
LV1	Growl	TM	Return	TM	Flash		
LV1	Razor Leaf	TM	Facade	TM	Protect		
LV6	Razor Leaf	TM	Giga Drain	TM	Substitute		
LV9	PoisonPowder	TM	Grass Knot	TM	Hidden Power		
LV12	Synthesis	TM	Endure	TM	Attract		
LV18	Reflect	TM	Natural Gift	TM	Frustration		
LV22	Magical Leaf	TM	Vacuum-Cut	TM	Captivate		
LV26	Natural Gift	TM	Safeguard	TM	Reflect		
LV32	Sweet Scent	TM	Wide Slash	HM	Cut		
LV36	Light Screen	TM	SolarBeam	HM	Rock Smash		
LV40	Body Slam	TM	Bullet Seed	HM	Strength		
LV46	Safeguard	TM	Swords Dance				
LV50	Aromatherapy	TM	Toxic				
LV54	SolarBeam	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				

EVOLUTION

Chikorita (p. 531) → Lv16 → Bayleef → Lv32 → Meganium (p. 599)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	4	3	4	3	0
10	47	18	19	18	19	1831
20	77	31	37	32	37	41216
30	102	47	47	48	47	128916
40	122	64	57	63	56	317732
50	138	84	66	78	57	617560
60	148	103	67	93	67	1033824
70	158	113	77	103	77	1455360
80	168	123	87	113	87	1877738
90	178	133	97	123	97	2300955
100	188	143	107	133	107	2725064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bayleef Claw		Shiny Charm
	Bayleef Card		Bright Veil
	Bayleef Seal	TYPE	Grass Silk
	Spice Bow		Grass Dust
EVOLUTION	Chiko-Claw		Grass Gem
	Chiko-Card		Soothe Globe
	Dawn Jewel		
	Fresh Bow		
	Megani-Claw		
	Megani-Card		



No.267 Butterfly ♂♀

1

Beautifly



TYPE BUG / FLYING

ABILITY Swarm

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	48
BASE EXP.	52

HOW TO RECRUIT

DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION

- Mt. Horn 1–2,4–5,7–8, 10–11,13–14F
- Lush Prairie 1–5F
- Midnight Forest B1–B24F
- Zero Isle West B21–B25F
- Zero Isle Center B19–B20F
- Destiny Tower 27–30F

MOVE LIST

LV1	Absorb	TM	Silver Wind	TM	Secret Power		
LV10	Absorb	TM	Endure	TM	Flash		
LV13	Gust	TM	Psychic	TM	Protect		
LV17	Stun Spore	TM	Natural Gift	TM	Substitute		
LV20	Morning Sun	TM	Shadow Ball	TM	Hidden Power		
LV24	Mega Drain	TM	Vacuum-Cut	TM	Attract		
LV27	Whirlwind	TM	Safeguard	TM	Frustration		
LV31	Attract	TM	Wide Slash	TM	Captivate		
LV34	Silver Wind	TM	SolarBeam	HM	Defog		
LV38	Giga Drain	TM	Aerial Ace				
LV41	Bug Buzz	TM	Toxic				
TM	Swagger	TM	Thief				
TM	Energy Ball	TM	U-turn				
TM	Return	TM	Sleep Talk				
TM	Facade	TM	Rest				
TM	Giga Impact	TM	Hyper Beam				
TM	Giga Drain	TM	Roost				

EVOLUTION

Silcoon (p. 641) → Lv10 → Beautifly

Wurmple (p. 674) → Lv7 → Beautifly / Dustox (p. 548) Lv10

Cascoon (p. 528) → Lv10 → Dustox (p. 548)

* Wurmple evolves into either Silcoon or Cascoon at random.

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	34	9	8	9	8	0
10	41	18	13	16	13	1200
20	51	28	19	26	19	27018
30	61	38	29	36	29	84508
40	71	48	39	46	39	208283
50	81	58	49	56	49	404829
60	89	66	57	64	57	677703
70	99	76	67	74	67	954033
80	109	86	77	84	77	1230914
90	119	96	87	94	87	1508347
100	129	106	97	104	97	1786363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Vivid Silk		Guard Gem
			Defend Globe
			Sky Silk
		TYPE	Sky Dust
EVOLUTION	Wurmple Bow		Sky Gem
	Tough Scarf		Sky Globe
	Guard Bow		
	Dustox Bow		
TYPE	Green Silk		
	Wonder Dust		

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No.15 Poison Bee ♂♀



Beedrill

♥ 3

TYPE BUG / POISON

ABILITY Swarm

FAVORITE GUMMI Green Gummi, Pink Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 70%

DAMAGE DEALT BY SIZEBUST ORB 39

BASE EXP. 31

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Apple Woods 8–12F
- ♥ Midnight Forest B1–B21F
- ● Oblivion Forest B1–B14F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B11–B15F
- ● Zero Isle West B11–B15F
- ● Zero Isle South B17–B21F
- ● Destiny Tower 17–21F

EVOLUTION
Weedle (p.670) → Lv7 → Kakuna (p. 578) → Lv10 → Beedrill

MOVE LIST

LV1	Fury Attack	TM	Giga Drain	TM	Hyper Beam		
LV10	Fury Attack	TM	Silver Wind	TM	Roost		
LV13	Focus Energy	TM	Endure	TM	Secret Power		
LV16	Twineedle	TM	X-Scissor	TM	Flash		
LV19	Rage	TM	Natural Gift	TM	Sludge Bomb		
LV22	Pursuit	TM	Payback	TM	Protect		
LV25	Toxic Spikes	TM	Vacuum-Cut	TM	Substitute		
LV28	Pin Missile	TM	Wide Slash	TM	False Swipe		
LV31	Agility	TM	SolarBeam	TM	Hidden Power		
LV34	Assurance	TM	Aerial Ace	TM	Attract		
LV37	Poison Jab	TM	Swords Dance	TM	Frustration		
LV40	Endeavor	TM	Poison Jab	TM	Captivate		
TM	Swagger	TM	Toxic	HM	Cut		
TM	Return	TM	Thief	HM	Rock Smash		
TM	Facade	TM	U-turn	HM	Defog		
TM	Brick Break	TM	Sleep Talk				
TM	Giga Impact	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	10	5	10	4	0
10	29	17	10	17	9	1200
20	39	27	15	27	14	27016
30	49	37	19	37	18	84502
40	59	46	25	47	25	208268
50	64	51	30	52	30	404800
60	69	57	36	57	35	677654
70	79	67	46	67	45	953964
80	89	77	56	77	55	1230825
90	99	87	66	87	65	1508237
100	109	97	76	97	75	1786233

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Charge Scarf	Guard Gem
		Defend Globe
		Pink Silk
		Poison Dust
EVOLUTION	Weedle Bow	Poison Gem
	Kakuna Scarf	Poison Globe
TYPE	Green Silk	
	Wonder Dust	



No.374 Iron Ball Unknown



Beldum

♥ 4

FOOTPRINT

TYPE STEEL / PSYCHIC

ABILITY Clear Body

FAVORITE GUMMI Silver Gummi, Gold Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★★☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

DAMAGE DEALT BY SIZEBUST ORB 23

BASE EXP. 109

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crystal Cave B1–B7F
- ● Zero Isle South B21–B25F
- ● Destiny Tower 21–25F
- ■ Lower Spring Cave B1F–Depths B4F
- ■ Spacial Cliffs 1–10F

EVOLUTION
Beldum → Lv20 → Metang (p. 600) → Lv45 → Metagross (p. 600)

MOVE LIST

LV1	Take Down						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	18	16	15	16	0
10	55	25	21	22	21	1707
20	65	35	27	32	27	38054
30	75	45	31	42	31	118965
40	99	55	44	52	44	293143
50	125	63	53	61	53	569714
60	144	69	59	66	58	953682
70	154	79	69	76	68	1342513
80	164	89	79	86	78	1732119
90	174	99	89	96	88	2122501
100	184	109	99	106	98	2513704

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Beldum Torc	Metal Gem
		Steel Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Metang Scarf	Psyche Gem
	Meta-Torc	Psyche Globe
TYPE	Iron Silk	
	Steel Dust	



No.182 Flower ♂♀



Bellossom

♥ 0

TYPE GRASS

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 32

BASE EXP. 63

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Marine Resort 1–18F
- ■ Fortune Ravine Depths B1–B4F

EVOLUTION
Oddish (p. 568) → Lv21 (Gloom (p. 529)) → Leaf Stone → Vileplume (p. 667)
Gloom (p. 529) → Sun Stone → Bellossom

MOVE LIST

LV1	Sweet Scent	TM	Safeguard	TM	Attract		
LV1	Stun Spore	TM	Wide Slash	TM	Frustration		
LV1	Sunny Day	TM	SolarBeam	TM	Captivate		
LV1	Mega Drain	TM	Bullet Seed	HM	Cut		
LV5	Leaf Blade	TM	Swords Dance				
LV23	Magical Leaf	TM	Toxic				
LV53	Leaf Storm	TM	Drain Punch				
TM	Swagger	TM	Fling				
TM	Energy Ball	TM	Sleep Talk				
TM	Return	TM	Rest				
TM	Facade	TM	Hyper Beam				
TM	Giga Impact	TM	Secret Power				
TM	Giga Drain	TM	Flash				
TM	Grass Knot	TM	Sludge Bomb				
TM	Endure	TM	Protect				
TM	Natural Gift	TM	Substitute				
TM	Vacuum-Cut	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	8	2	9	3	0
10	36	15	8	16	9	1488
20	55	32	17	33	18	33494
30	79	44	28	44	29	104764
40	97	54	43	54	44	258207
50	102	59	49	59	51	501865
60	107	65	55	64	56	840146
70	117	75	65	74	66	1182710
80	127	85	75	84	76	1525958
90	137	95	85	94	86	1869890
100	147	105	95	104	96	2214545

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Bright Tiara	Grass Gem
		Soothe Globe
EVOLUTION	Odd Bow	
	Guard Hat	
	Aroma Scarf	
TYPE	Grass Silk	
	Grass Dust	

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No.69 Flower ♂♀



Bellsprout

FOOTPRINT



LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Midnight Forest B1–B21F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B2–B3F
- ● Destiny Tower 1–3F

EVOLUTION
- Bellsprout
- Lv21
- Weepinbell (p. 670)
- Leaf Stone
- Victreebel (p. 666)

TYPE	GRASS / POISON
ABILITY	Chlorophyll
FAVORITE GUMMI	Grass Gummi, Pink Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	16
BASE EXP.	6

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Vine Whip	TM	Giga Drain	TM	Substitute		
LV7	Growth	TM	Grass Knot	TM	Hidden Power		
LV11	Wrap	TM	Endure	TM	Attract		
LV13	Sleep Powder	TM	Natural Gift	TM	Frustration		
LV15	PoisonPowder	TM	Vacuum-Cut	TM	Captivate		
LV17	Stun Spore	TM	Wide Slash	HM	Cut		
LV23	Acid	TM	SolarBeam	EGG	Encore		
LV27	Knock Off	TM	Bullet Seed	EGG	Leech Life		
LV29	Sweet Scent	TM	Swords Dance	EGG	Tickle		
LV35	Gastro Acid	TM	Toxic	EGG	Synthesis		
LV39	Razor Leaf	TM	Thief	EGG	Swords Dance		
LV41	Slam	TM	Sleep Talk	EGG	Worry Seed		
LV47	Wring Out	TM	Rest	EGG	Ingrain		
TM	Swagger	TM	Secret Power	EGG	Magical Leaf		
TM	Energy Ball	TM	Flash	EGG	Reflect		
TM	Return	TM	Sludge Bomb				
TM	Facade	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	11	5	6	6	7	0
10	16	9	9	9	10	886
20	21	14	13	12	13	19953
30	26	19	16	15	17	62412
40	31	24	19	19	20	153823
50	36	29	23	22	23	298979
60	41	35	27	26	27	500505
70	51	45	37	36	37	704583
80	61	55	47	46	47	909069
90	71	65	57	56	57	1113961
100	81	75	67	66	67	1319285

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Bell-Bow	Grass Gem
		Soothe Globe
		Pink Silk
		Poison Dust
EVOLUTION	Digest Scarf	Poison Gem
	Victree-Torc	Poison Globe
TYPE	Grass Silk	
	Grass Dust	

No.400 Beaver ♂♀





Bibarel

LOCATION
- ♥ Sky Peak 4th Station Pass 2F–5th Station Pass 4F, 6th Station Pass 1F–9th Station Pass 2F
- ♥ Mt. Travail 1–19F

EVOLUTION
- Bidoof
- Lv15
- Bibarel

TYPE	NORMAL / WATER
ABILITY	Simple, Unaware
FAVORITE GUMMI	White Gummi, Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	95

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

MOVE LIST

LV1	Tackle	TM	Return	TM	Thunder Wave	HM	Cut
LV1	Growl	TM	Thunder	TM	Toxic	HM	Rock Smash
LV5	Growl	TM	Facade	TM	Thief	HM	Strength
LV9	Defense Curl	TM	Focus Punch	TM	Fling	HM	Waterfall
LV13	Rollout	TM	Giga Impact	TM	Sleep Talk	HM	Surf
LV15	Water Gun	TM	Grass Knot	TM	Rest	HM	Rock Climb
LV18	Headbutt	TM	Endure	TM	Hyper Beam		
LV23	Hyper Fang	TM	Natural Gift	TM	Secret Power		
LV28	Yawn	TM	Shadow Ball	TM	Blizzard		
LV33	Amnesia	TM	Thunderbolt	TM	Protect		
LV38	Take Down	TM	Vacuum-Cut	TM	Substitute		
LV43	Super Fang	TM	Wide Slash	TM	Water Pulse		
LV48	Superpower	TM	Stealth Rock	TM	Hidden Power		
LV53	Curse	TM	Charge Beam	TM	Attract		
TM	Iron Tail	TM	Taunt	TM	Frustration		
TM	Dig	TM	Pluck	TM	Captivate		
TM	Swagger	TM	Shock Wave	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	9	9	0
10	58	17	17	17	17	1487
20	78	27	27	27	27	33489
30	98	37	37	37	37	104749
40	108	47	47	47	47	258170
50	117	56	56	56	55	501791
60	122	62	60	60	59	840022
70	132	72	70	70	69	1182536
80	142	82	80	80	79	1525734
90	152	92	90	90	89	1869615
100	162	102	100	100	99	2214220

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Biba-Tooth	White Gem
	Biba-Card	Joy Globe
	River Charm	Blue Silk
	Dam Scarf	Water Dust
EVOLUTION	Bidoof Tooth	Aqua Gem
	Bidoof Card	Aqua Globe
	Fall Charm	
	Stolid Scarf	
TYPE	White Silk	
	Normal Dust	

No.399 Plump Mouse ♂♀





Bidoof

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Destiny Tower 4–7F

EVOLUTION
- Bidoof
- Lv15
- Bibarel

TYPE	NORMAL
ABILITY	Simple, Unaware
FAVORITE GUMMI	White Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, EGG

MOVE LIST

LV1	Tackle	TM	Grass Knot	TM	Substitute		
LV5	Growl	TM	Endure	TM	Hidden Power		
LV9	Defense Curl	TM	Natural Gift	TM	Attract		
LV13	Rollout	TM	Shadow Ball	TM	Frustration		
LV17	Headbutt	TM	Thunderbolt	TM	Captivate		
LV21	Hyper Fang	TM	Vacuum-Cut	TM	Ice Beam		
LV25	Yawn	TM	Wide Slash	HM	Cut		
LV29	Amnesia	TM	Stealth Rock	HM	Rock Smash		
LV33	Take Down	TM	SolarBeam	EGG	Aqua Tail		
LV37	Super Fang	TM	Charge Beam	EGG	Odor Sleuth		
LV41	Superpower	TM	Taunt	EGG	Rollout		
LV45	Curse	TM	Pluck	EGG	Double-Edge		
Companion	Headbutt	TM	Shock Wave	EGG	Quick Attack		
Companion	Growl	TM	Thunder Wave	EGG	Defense Curl		
Companion	Defense Curl	TM	Toxic	EGG	Water Sport		
TM	Iron Tail	TM	Thief	EGG	Fury Swipes		
TM	Dig	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Return	TM	Secret Power				
TM	Thunder	TM	Blizzard				
TM	Facade	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	9	9	9	9	0
10	48	17	17	17	17	1487
20	68	27	27	27	27	33489
30	88	37	37	37	37	104749
40	98	47	47	47	47	258170
50	107	56	56	56	55	501791
60	112	62	60	60	59	840022
70	122	72	70	70	69	1182536
80	132	82	80	80	79	1525734
90	142	92	90	90	89	1869615
100	152	102	100	100	99	2214220

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Bidoof Tooth	White Gem
	Bidoof Card	Joy Globe
	Fall Charm	
	Stolid Scarf	
EVOLUTION	Biba-Tooth	
	Biba-Card	
	River Charm	
	Dam Scarf	
TYPE	White Silk	
	Normal Dust	

See p.83, 84, 85, 87 for its stats when it accompanies you

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No.9 Shellfish ♂♀

Blastoise

FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
WATER	Torrent	Blue Gummi

LOCATION
- ♥ Lake Afar B17–B24F
- ● Zero Isle North B41–B49F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	51
BASE EXP.	122

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bubble	LV60	Hydro Pump	TM	Vacuum-Cut	TM	Avalanche
LV1	Withdraw	LV72	Hydro Cannon	TM	Wide Slash	TM	Flash Cannon
LV1	Tail Whip	TM	Iron Tail	TM	Toxic	TM	Ice Beam
LV1	Tackle	TM	Dig	TM	Fling	HM	Rock Smash
LV2	Flash Cannon	TM	Swagger	TM	Sleep Talk	HM	Strength
LV4	Tail Whip	TM	Rock Slide	TM	Rest	HM	Waterfall
LV7	Bubble	TM	Return	TM	Hyper Beam	HM	Surf
LV10	Withdraw	TM	Facade	TM	Secret Power	HM	Rock Climb
LV13	Water Gun	TM	Brick Break	TM	Blizzard		
LV16	Bite	TM	Focus Blast	TM	Roar		
LV20	Rapid Spin	TM	Focus Punch	TM	Protect		
LV24	Protect	TM	Giga Impact	TM	Substitute		
LV28	Water Pulse	TM	Endure	TM	Water Pulse		
LV32	Aqua Tail	TM	Brine	TM	Hidden Power		
LV39	Skull Bash	TM	Earthquake	TM	Attract		
LV46	Iron Defense	TM	Natural Gift	TM	Frustration		
LV53	Rain Dance	TM	Gyro Ball	TM	Captivate		

EVOLUTION
- Squirtle (p. 649)
- Wartortle (p. 669) — Lv16
- Blastoise — Lv36

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	3	3	3	3	0
10	53	17	21	17	21	1716
20	78	34	38	34	38	38629
30	102	50	50	50	50	120824
40	116	60	60	60	60	297790
50	126	70	69	70	69	578799
60	136	80	70	80	70	968936
70	146	90	80	90	80	1364014
80	156	100	90	100	90	1759881
90	166	110	100	110	100	2156535
100	176	120	110	120	110	2554025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Blasto-Claw	TYPE	Wartor-Crest
	Blasto-Card		BubbleBangle
	Blasto-Seal		Blue Silk
	Hydro Band		Water Dust
EVOLUTION	Squirt-Foam		Aqua Gem
	Squirt-Card		Aqua Globe
	Water-Guard		
	Aqua Tie		
	Wartor-Claw		
	Wartor-Fang		

IQ must be at least ★3–3.5 to know or learn Hydro Cannon



No.257 Blaze ♂♀

Blaziken

FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
FIRE / FIGHTING	Blaze	Red Gummi Orange Gummi

LOCATION
- ♥ Deep Dark Crater B9–B14F
- ● Zero Isle North B41–B50F

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Focus Energy	LV72	Blast Burn	TM	Vacuum-Cut	TM	Substitute
LV1	Growl	TM	Dig	TM	Wide Slash	TM	Hidden Power
LV1	Scratch	TM	Swagger	TM	Stone Edge	TM	Attract
LV1	Ember	TM	Rock Slide	TM	SolarBeam	TM	Frustration
LV3	Fire Punch	TM	Overheat	TM	Fire Blast	TM	Captivate
LV7	Focus Energy	TM	Will-O-Wisp	TM	Aerial Ace	HM	Cut
LV13	Ember	TM	Return	TM	Swords Dance	HM	Rock Smash
LV16	Double Kick	TM	Flamethrower	TM	Poison Jab	HM	Strength
LV17	Peck	TM	Facade	TM	Toxic	HM	Rock Climb
LV21	Sand-Attack	TM	Brick Break	TM	Fling		
LV28	Bulk Up	TM	Focus Blast	TM	Sleep Talk		
LV32	Quick Attack	TM	Focus Punch	TM	Rest		
LV36	Blaze Kick	TM	Giga Impact	TM	Hyper Beam		
LV42	Slash	TM	Endure	TM	Secret Power		
LV49	Brave Bird	TM	Earthquake	TM	Bulk Up		
LV59	Sky Uppercut	TM	Natural Gift	TM	Roar		
LV66	Flare Blitz	TM	Shadow Claw	TM	Protect		

EVOLUTION
- Torchic (p. 659)
- Combusken (p. 535) — Lv16
- Blaziken — Lv36

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	52	22	21	22	21	1733
20	79	37	36	37	36	39025
30	99	52	51	52	51	122065
40	118	62	59	62	59	300848
50	128	72	64	72	64	584744
60	138	82	70	82	70	978889
70	148	92	80	92	80	1378025
80	158	102	90	102	90	1777958
90	168	112	100	112	100	2178687
100	178	122	110	122	110	2580259

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Blazi-Claw		Charge Tag
	Blazi-Card		Gutsy Band
	Blazi-Seal	TYPE	Red Silk
	Blaze Torc		Fire Dust
EVOLUTION	Torchic Hair		Fiery Gem
	Torchic Card		Fiery Globe
	Hot Pebble		Orange Silk
	Fire Cape		Courage Dust
	Combus-Sweat		Fight Gem
	Combus-Claw		Power Globe

IQ must be at least ★3–3.5 to know or learn Blast Burn



No.242 Happiness ♀ Only

Blissey



TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Natural Cure Serene Grace	White Gummi

LOCATION
- ● The Nightmare B1–B17F
- ♥ Happy Outlook B10–B14F
- ● Zero Isle West B11–B15F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	48
BASE EXP.	205

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Return	TM	Safeguard	TM	Blizzard
LV1	Pound	TM	Flamethrower	TM	Wide Slash	TM	Flash
LV5	Tail Whip	TM	Thunder	TM	Skill Swap	TM	Protect
LV9	Refresh	TM	Facade	TM	Stealth Rock	TM	Substitute
LV12	Softboiled	TM	Brick Break	TM	SolarBeam	TM	Water Pulse
LV16	DoubleSlap	TM	Focus Blast	TM	Fire Blast	TM	Calm Mind
LV20	Minimize	TM	Focus Punch	TM	Charge Beam	TM	Hidden Power
LV23	Sing	TM	Giga Impact	TM	Shock Wave	TM	Attract
LV27	Fling	TM	Grass Knot	TM	Thunder Wave	TM	Frustration
LV31	Defense Curl	TM	Endure	TM	Toxic	TM	Captivate
LV34	Light Screen	TM	Psychic	TM	Drain Punch	TM	Avalanche
LV38	Egg Bomb	TM	Psych Up	TM	Fling	TM	Dream Eater
LV42	Healing Wish	TM	Earthquake	TM	Sleep Talk	TM	Recycle
LV46	Double-Edge	TM	Natural Gift	TM	Rest	TM	Ice Beam
TM	Iron Tail	TM	Shadow Ball	TM	Hyper Beam	HM	Rock Smash
TM	Swagger	TM	Thunderbolt	TM	Light Screen	HM	Strength
TM	Rock Slide	TM	Vacuum-Cut	TM	Secret Power	HM	Rock Climb

EVOLUTION
- Happiny (p. 568)
- Chansey (p. 529) — Oval Stone & Sun Ribbon
- Blissey — IQ of at least ★1.5–2

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	8	10	8	12	0
10	58	17	20	15	19	1836
20	78	21	24	21	27	41343
30	98	26	27	24	31	129315
40	118	31	30	28	34	318716
50	138	36	34	31	37	619473
60	158	42	38	35	41	1037027
70	178	52	48	45	51	1459869
80	198	62	58	55	61	1883555
90	218	72	68	65	71	2308083
100	238	82	78	75	81	2733506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Blissey Song		Lucky Charm
	Blissey Card		Lucky Scarf
	Amity Rock		White Silk
	Faith Ring	TYPE	Normal Dust
EVOLUTION	Happiny Dew		White Gem
	Happiny Card		Joy Globe
	Play Tag		
	Nurture Cape		
	Chansey Song		
	Chansey Card		

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No.438 Bonsai ♂♀

5

Bonsly



LOCATION
- ● Rock Path B1–B5F
- ♥ Mt. Horn 8–14F
- ● Star Cave B5–B10F
- ■ Star Cave B5F–Deep B3F

EVOLUTION


Bonsly


Sudowoodo (p. 652)

LM: Mimic

TYPE	ABILITY	FAVORITE GUMMI
ROCK	Sturdy Rock Head	Gray Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	37

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Fake Tears	TM	Facade	TM	Hidden Power		
LV1	Copycat	TM	Brick Break	TM	Attract		
LV6	Flail	TM	Endure	TM	Frustration		
LV9	Low Kick	TM	Psych Up	TM	Captivate		
LV14	Rock Throw	TM	Natural Gift	TM	Rock Polish		
LV17	Mimic	TM	Vacuum-Cut	EGG	Harden		
LV22	Block	TM	Wide Slash	EGG	Rollout		
LV25	Faint Attack	TM	Stealth Rock	EGG	Selfdestruct		
LV30	Rock Tomb	TM	Explosion	EGG	Headbutt		
LV33	Rock Slide	TM	Toxic	EGG	Sand Tomb		
LV38	Slam	TM	Thief	EGG	Defense Curl		
LV41	Sucker Punch	TM	Sleep Talk				
LV46	Double-Edge	TM	Rest				
TM	Dig	TM	Secret Power				
TM	Swagger	TM	Protect				
TM	Rock Slide	TM	Substitute				
TM	Return	TM	Calm Mind				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	11	4	12	4	0
10	32	18	9	19	9	1387
20	47	33	21	34	21	31221
30	67	50	41	50	41	97656
40	80	59	48	60	49	240688
50	85	64	53	65	54	467813
60	90	70	59	70	59	783141
70	100	80	69	80	69	1102461
80	110	90	79	90	79	1422420
90	120	100	89	100	89	1743015
100	130	110	99	110	99	2064285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bonsly Dew	TYPE	Rock Dust
	Bonsly Card		Stone Gem
	Arid Tag		Rock Globe
	Teary Cape		
	Guard Sand		
EVOLUTION	Sudo-Sweat		
	Sudo-Card		
	Drain Rock		
	Fake Torc		
	Gray Silk		



No.286 Mushroom ♂♀

1

FOOTPRINT

Breloom



LOCATION
- ♥ Foggy Forest 7–11F
- ♥ Tiny Meadow 1–4F
- ● Zero Isle North B16–B20F
- ● Zero Isle West B21–B25F
- ● Zero Isle South B39–B43F
- ● Destiny Tower 39–43F

EVOLUTION


Shroomish (p. 640)

Lv23


Breloom

TYPE	ABILITY	FAVORITE GUMMI
GRASS / FIGHTING	Effect Spore Poison Heal	Grass Gummi Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	67

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Stun Spore	TM	Swagger	TM	SolarBeam	TM	Frustration
LV1	Absorb	TM	Rock Slide	TM	Bullet Seed	TM	Captivate
LV1	Tackle	TM	Energy Ball	TM	Swords Dance	HM	Cut
LV1	Leech Seed	TM	Return	TM	Toxic	HM	Rock Smash
LV5	Tackle	TM	Facade	TM	Drain Punch	HM	Strength
LV9	Stun Spore	TM	Brick Break	TM	Fling		
LV13	Leech Seed	TM	Focus Blast	TM	Sleep Talk		
LV17	Mega Drain	TM	Focus Punch	TM	Rest		
LV21	Headbutt	TM	Giga Impact	TM	Hyper Beam		
LV23	Mach Punch	TM	Giga Drain	TM	Secret Power		
LV25	Counter	TM	Grass Knot	TM	Bulk Up		
LV29	Force Palm	TM	Endure	TM	Flash		
LV33	Sky Uppercut	TM	Natural Gift	TM	Sludge Bomb		
LV37	Mind Reader	TM	Vacuum-Cut	TM	Protect		
LV41	Seed Bomb	TM	Safeguard	TM	Substitute		
LV45	DynamicPunch	TM	Wide Slash	TM	Hidden Power		
TM	Iron Tail	TM	Stone Edge	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	16	12	13	11	0
10	44	23	17	20	16	1542
20	54	33	22	30	21	34714
30	80	52	41	49	40	108580
40	103	67	56	64	55	267611
50	113	72	61	69	60	520142
60	123	77	66	74	65	870742
70	133	82	71	80	71	1225782
80	143	92	81	90	81	1581530
90	153	102	91	100	91	1937987
100	163	112	101	110	101	2295194

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Thwart Bow	TYPE	Grass Gem
			Soothe Globe
			Orange Silk
			Courage Dust
EVOLUTION	Mobile Bow		Fight Gem
			Power Globe
TYPE	Grass Silk		
	Grass Dust		

See p.681 for its stats when it appears as a dungeon boss



No.437 Bronze Bell Unknown

X

Bronzong



LOCATION
- ● Temporal Spire 1–7F
- ● Aegis Cave Regigigas Chamber (Pit B6F)
- ● Zero Isle North B16–B20F
- ● Zero Isle West B35–B39F
- ● Zero Isle Center B43–B45F
- ■ Deep Star Cave B4F, Depths B1–B4F
- ■ Temporal Tower 1F–Spire 10F

EVOLUTION


Bronzor (p. 524)

Lv33


Bronzong

TYPE	ABILITY	FAVORITE GUMMI
STEEL / PSYCHIC	Levitate Heatproof	Silver Gummi Gold Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Hypnosis	TM	Rock Slide	TM	Stealth Rock	TM	Dream Eater
LV1	Tackle	TM	Return	TM	SolarBeam	TM	Flash Cannon
LV1	Sunny Day	TM	Facade	TM	Explosion	TM	Recycle
LV1	Confusion	TM	Giga Impact	TM	Charge Beam	TM	Reflect
LV7	Hypnosis	TM	Grass Knot	TM	Toxic	TM	Rock Polish
LV12	Imprison	TM	Endure	TM	Trick Room	HM	Rock Smash
LV14	Confuse Ray	TM	Psychic	TM	Sleep Talk	HM	Strength
LV19	Extrasensory	TM	Psych Up	TM	Rest		
LV26	Iron Defense	TM	Earthquake	TM	Hyper Beam		
LV30	Safeguard	TM	Natural Gift	TM	Light Screen		
LV33	Block	TM	Payback	TM	Secret Power		
LV38	Gyro Ball	TM	Gyro Ball	TM	Flash		
LV43	Future Sight	TM	Shadow Ball	TM	Protect		
LV50	Faint Attack	TM	Vacuum-Cut	TM	Substitute		
LV61	Payback	TM	Safeguard	TM	Calm Mind		
LV67	Heal Block	TM	Wide Slash	TM	Hidden Power		
TM	Swagger	TM	Skill Swap	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	8	5	10	7	0
10	69	17	22	17	16	1625
20	92	27	27	27	26	36580
30	112	37	31	37	31	114416
40	128	46	37	47	38	281996
50	133	51	42	52	43	548102
60	138	57	48	57	48	917548
70	148	67	58	67	58	1291673
80	158	77	68	77	68	1666545
90	168	87	78	87	78	2042162
100	178	97	88	97	88	2418571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mirror Torc	TYPE	Metal Gem
			Steel Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Image Brooch		Psyche Gem
			Psyche Globe
TYPE	Iron Silk		
	Steel Dust		

See p.681 for its stats when it appears as a dungeon boss

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No.436 Bronze — Unknown



Bronzor



TYPE: STEEL / PSYCHIC

ABILITY: Levitate, Heatproof

FAVORITE GUMMI: Silver Gummi, Gold Gummi

LOCATION
- Temporal Tower 1–13F
- Spacial Rift B7–B12F
- Zero Isle East B16–B20F
- Zero Isle West B16–B20F
- Zero Isle South B16–B20F
- Zero Isle Center B43–B45F
- Destiny Tower 15–20F

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	53

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Grass Knot	TM	Trick Room			
LV1	Confusion	TM	Endure	TM	Sleep Talk			
LV7	Hypnosis	TM	Psychic	TM	Rest			
LV12	Imprison	TM	Psych Up	TM	Light Screen			
LV14	Confuse Ray	TM	Earthquake	TM	Secret Power			
LV19	Extrasensory	TM	Natural Gift	TM	Flash			
LV26	Iron Defense	TM	Payback	TM	Protect			
LV30	Safeguard	TM	Gyro Ball	TM	Substitute			
LV35	Gyro Ball	TM	Shadow Ball	TM	Calm Mind			
LV37	Future Sight	TM	Vacuum-Cut	TM	Hidden Power			
LV41	Faint Attack	TM	Safeguard	TM	Frustration			
LV49	Payback	TM	Wide Slash	TM	Dream Eater			
LV52	Heal Block	TM	Skill Swap	TM	Flash Cannon			
TM	Swagger	TM	Stealth Rock	TM	Recycle			
TM	Rock Slide	TM	SolarBeam	TM	Reflect			
TM	Return	TM	Charge Beam	TM	Rock Polish			
TM	Facade	TM	Toxic					

EVOLUTION
- Bronzor → Bronzong (p. 523) — Lv33

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	47	10	5	12	7	0
10	74	19	22	19	16	1625
20	97	29	27	29	26	36580
30	117	39	31	39	31	114416
40	133	48	37	49	38	281996
50	138	53	42	54	43	548102
60	143	59	48	59	48	917548
70	153	69	58	69	58	1291673
80	163	79	68	79	68	1666545
90	173	89	78	89	78	2042162
100	183	99	88	99	88	2418571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Image Brooch	TYPE	Metal Gem
			Steel Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Mirror Torc		Psyche Gem
			Psyche Globe
TYPE	Iron Silk		
	Steel Dust		

No.406 Bud — ♂♀



Budew



TYPE: GRASS / POISON

ABILITY: Natural Cure, Poison Point

FAVORITE GUMMI: Grass Gummi, Pink Gummi

LOCATION
- Apple Woods 1–5F
- Oran Forest 1–4F
- Happy Outlook B1–B19F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	15
BASE EXP.	41

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Absorb	TM	Wide Slash	EGG	Synthesis			
LV4	Growth	TM	SolarBeam	EGG	Mind Reader			
LV7	Water Sport	TM	Bullet Seed	EGG	Extrasensory			
LV10	Stun Spore	TM	Swords Dance	EGG	Sleep Powder			
LV13	Mega Drain	TM	Toxic	EGG	Razor Leaf			
LV16	Worry Seed	TM	Sleep Talk	EGG	Spikes			
TM	Swagger	TM	Rest	EGG	Pin Missile			
TM	Energy Ball	TM	Secret Power	EGG	Leaf Storm			
TM	Return	TM	Flash	EGG	Cotton Spore			
TM	Facade	TM	Sludge Bomb					
TM	Giga Drain	TM	Protect					
TM	Grass Knot	TM	Substitute					
TM	Endure	TM	Hidden Power					
TM	Psych Up	TM	Attract					
TM	Natural Gift	TM	Frustration					
TM	Shadow Ball	TM	Captivate					
TM	Vacuum-Cut	HM	Cut					

EVOLUTION
- Budew → Roselia (p. 631) — IQ of at least ★1–1.5 & Sun Ribbon
- Roselia → Roserade (p. 631) — Shiny Stone

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	12	7	12	7	0
10	34	19	12	19	12	1575
20	53	38	20	38	20	35460
30	73	50	24	49	24	110914
40	93	60	30	59	31	273365
50	113	70	35	66	36	531326
60	128	80	41	76	41	889465
70	138	90	51	86	51	1252138
80	148	100	61	96	61	1615536
90	158	110	71	106	71	1979657
100	168	120	81	116	81	2344545

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Budew Scarf	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Thorned Torc		Poison Gem
	Bouquet Cape		Poison Globe
TYPE	Grass Silk		
	Grass Dust		

No.418 Sea Weasel — ♂♀



Buizel



TYPE: WATER

ABILITY: Swift Swim

FAVORITE GUMMI: Blue Gummi

LOCATION
- Marine Resort 7–11F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	37

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	SonicBoom	TM	Focus Punch	TM	Frustration			
LV1	Growl	TM	Endure	TM	Captivate			
LV1	Water Sport	TM	Brine	TM	Ice Beam			
LV3	Quick Attack	TM	Natural Gift	HM	Rock Smash			
LV6	Water Gun	TM	Vacuum-Cut	HM	Strength			
LV10	Pursuit	TM	Wide Slash	HM	Waterfall			
LV15	Swift	TM	Toxic	HM	Surf			
LV21	Aqua Jet	TM	Sleep Talk	EGG	DoubleSlap			
LV28	Agility	TM	Rest	EGG	Odor Sleuth			
LV36	Whirlpool	TM	Secret Power	EGG	Slash			
LV45	Razor Wind	TM	Bulk Up	EGG	Headbutt			
TM	Iron Tail	TM	Blizzard	EGG	Mud-Slap			
TM	Dig	TM	Protect	EGG	Baton Pass			
TM	Swagger	TM	Substitute	EGG	Fury Swipes			
TM	Return	TM	Water Pulse	EGG	Fury Cutter			
TM	Facade	TM	Hidden Power					
TM	Brick Break	TM	Attract					

EVOLUTION
- Buizel → Floatzel (p. 555) — Lv26

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	19	10	16	10	0
10	52	25	16	23	16	1516
20	71	31	21	30	23	34134
30	82	42	29	39	31	106767
40	97	56	44	54	46	263144
50	107	62	51	61	53	511460
60	113	70	58	68	60	856208
70	123	80	68	78	70	1205321
80	133	90	78	88	80	1555132
90	143	100	88	98	90	1905638
100	153	110	98	108	100	2256883

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Buizel Fang	TYPE	Aqua Gem
	Buizel Card		Aqua Globe
	Swimmer Rock		
	Screw Torc		
EVOLUTION	Float-Fang		
	Float-Card		
	Rescue Rock		
	Float Aid		
TYPE	Blue Silk		
	Water Dust		

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HERO
PARTNER

No.1 Seed ♂♀



Bulbasaur

FOOTPRINT



TYPE GRASS POISON

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi, Pink Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Destiny Tower 1–3F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Facade	TM	Substitute	EGG	Magical Leaf
LV3	Growl	TM	Giga Drain	TM	Hidden Power	EGG	Leaf Storm
LV7	Leech Seed	TM	Grass Knot	TM	Attract	EGG	Skull Bash
LV9	Vine Whip	TM	Endure	TM	Frustration		
LV13	PoisonPowder	TM	Natural Gift	TM	Captivate		
LV13	Sleep Powder	TM	Vacuum-Cut	HM	Cut		
LV15	Take Down	TM	Wide Slash	HM	Rock Smash		
LV19	Razor Leaf	TM	SolarBeam	HM	Strength		
LV21	Sweet Scent	TM	Bullet Seed	EGG	Charm		
LV25	Growth	TM	Swords Dance	EGG	GrassWhistle		
LV27	Double-Edge	TM	Toxic	EGG	Nature Power		
LV31	Worry Seed	TM	Sleep Talk	EGG	Safeguard		
LV33	Synthesis	TM	Rest	EGG	Amnesia		
LV37	Seed Bomb	TM	Secret Power	EGG	Ingrain		
TM	Swagger	TM	Flash	EGG	Curse		
TM	Energy Ball	TM	Sludge Bomb	EGG	Petal Dance		
TM	Return	TM	Protect	EGG	Light Screen		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	2	4	3	0
10	44	19	20	22	21	1711
20	69	38	39	42	40	38528
30	99	48	49	54	50	120511
40	120	58	59	64	59	297017
50	130	63	64	69	64	577298
60	140	71	72	72	67	966424
70	150	81	82	82	77	1360477
80	160	91	92	92	87	1755317
90	170	101	102	102	97	2150943
100	180	111	112	112	107	2547402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bulba-Claw		Venus-Seal
	Bulba-Fang		Solar Sash
EVOLUTION	Grass-Guard	TYPE	Grass Silk
	Leafy Tie		Grass Dust
	Ivy-Claw		Grass Gem
	Ivy-Fang		Soothe Globe
	Ivy-Crest		Pink Silk
	Plant Torc		Poison Dust
	Venus-Claw		Poison Gem
	Venus-Fang		Poison Globe

No.427 Rabbit ♂♀



Buneary



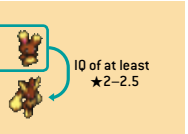
TYPE NORMAL

ABILITY Run Away, Klutz

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Foggy Forest 6–11F
- ● Destiny Tower 17–20F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	65

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Pound	TM	Return	TM	Sleep Talk	EGG	Sky Uppercut
LV1	Splash	TM	Facade	TM	Rest	EGG	Switcheroo
LV1	Defense Curl	TM	Focus Punch	TM	Secret Power	EGG	Double Hit
LV3	Foresight	TM	Grass Knot	TM	Protect	EGG	Sweet Kiss
LV6	Endure	TM	Endure	TM	Substitute	EGG	Fake Out
LV13	Frustration	TM	Natural Gift	TM	Water Pulse	EGG	Fire Punch
LV16	Quick Attack	TM	Shadow Ball	TM	Hidden Power	EGG	Attract
LV23	Jump Kick	TM	Thunderbolt	TM	Attract	EGG	Ice Punch
LV26	Baton Pass	TM	Vacuum-Cut	TM	Frustration		
LV33	Agility	TM	Wide Slash	TM	Captivate		
LV36	Dizzy Punch	TM	SolarBeam	TM	Ice Beam		
LV43	Charm	TM	Charge Beam	HM	Cut		
LV46	Bounce	TM	Shock Wave	HM	Rock Smash		
LV53	Healing Wish	TM	Thunder Wave	EGG	Encore		
TM	Iron Tail	TM	Toxic	EGG	Fake Tears		
TM	Dig	TM	Drain Punch	EGG	ThunderPunch		
TM	Swagger	TM	Fling	EGG	Low Kick		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	15	5	18	5	0
10	33	22	10	25	10	1527
20	56	36	24	34	24	34380
30	85	54	44	52	44	107535
40	98	63	57	62	58	265037
50	103	68	62	67	63	515139
60	108	74	68	72	68	862366
70	118	84	78	82	78	1213991
80	128	94	88	92	88	1566317
90	138	104	98	102	98	1919345
100	148	114	108	112	108	2273116

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Defrost Ruff	TYPE	White Gem
			Joy Globe
EVOLUTION	Allure Coat		
TYPE	White Silk		
	Normal Dust		

No.412 Bagworm ♂♀



Burmy



TYPE BUG

ABILITY Shed Skin

FAVORITE GUMMI Green Gummi

LOCATION
(Sandy Cloak)
- ♥ Apple Woods 1–5F
- ● Destiny Tower 4–7F
- ■ Murky Forest 3–7F

(Plant Cloak)
- ♥ Lush Prairie 1–5F

(Trash Cloak)
- ♥ Oran Forest 1–4F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17–19
BASE EXP.	46

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Protect
LV10	Tackle
LV15	Bug Bite
LV20	Hidden Power
TM	Protect
TM	Hidden Power

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	10	3	10	3	0
10	33	18	13	20	11	1599
20	44	24	18	25	17	35989
30	57	36	27	34	29	112567
40	83	54	44	51	47	277438
50	103	64	54	61	57	539243
60	122	75	63	70	68	902718
70	132	85	73	80	78	1270796
80	142	95	83	90	88	1639609
90	152	105	93	100	98	2009155
100	162	115	103	110	108	2379480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Straw Cape	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Worma-Bow		
	Mothim Bow		
TYPE	Green Silk		
	Wonder Dust		

Sizebust Orb does 17 damage to Burmy (Sandy Cloak), 18 to Burmy (Plant Cloak), and 19 to Burmy (Trash Cloak)

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No.12 Butterfly ♂♀



Butterfree

TYPE BUG / FLYING

ABILITY CompoundEyes

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 39

BASE EXP. 19

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Apple Woods 1–7F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B36–B39F
- ● Zero Isle West B11–B15F

EVOLUTION
Caterpie (p. 528) → Lv7 → Metapod (p. 600) → Lv10 → Butterfree

MOVE LIST

LV1	Confusion	TM	Facade	TM	U-turn			
LV10	Confusion	TM	Giga Impact	TM	Sleep Talk			
LV12	Stun Spore	TM	Giga Drain	TM	Rest			
LV12	PoisonPowder	TM	Silver Wind	TM	Hyper Beam			
LV12	Sleep Powder	TM	Endure	TM	Roost			
LV16	Gust	TM	Psychic	TM	Secret Power			
LV18	Supersonic	TM	Psych Up	TM	Flash			
LV22	Whirlwind	TM	Natural Gift	TM	Protect			
LV24	Psybeam	TM	Shadow Ball	TM	Substitute			
LV28	Silver Wind	TM	Vacuum-Cut	TM	Hidden Power			
LV30	Tailwind	TM	Safeguard	TM	Attract			
LV34	Safeguard	TM	Wide Slash	TM	Frustration			
LV36	Captivate	TM	Skill Swap	TM	Captivate			
LV40	Bug Buzz	TM	SolarBeam	TM	Dream Eater			
TM	Swagger	TM	Aerial Ace	HM	Defog			
TM	Energy Ball	TM	Toxic					
TM	Return	TM	Thief					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	13	5	13	5	0
10	37	17	9	18	9	1286
20	57	32	18	32	19	28950
30	71	44	22	43	23	90551
40	81	53	28	53	30	223176
50	91	58	33	58	35	433775
60	96	64	39	63	40	726160
70	106	74	49	73	50	1022248
80	116	84	59	83	60	1318926
90	126	94	69	93	70	1616195
100	136	104	79	103	80	1914090

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Glittery Bow	Guard Gem
		Defend Globe
		Sky Silk
		Sky Dust
EVOLUTION	Cater-Belt	Sky Gem
	Defense Bow	Sky Globe
TYPE	Green Silk	
	Wonder Dust	



No.331 Cactus ♂♀



Cacnea

TYPE GRASS

ABILITY Sand Veil

FAVORITE GUMMI Grass Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 100%

DAMAGE DEALT BY SIZEBUST ORB 32

BASE EXP. 75

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Northern Desert 1–8F
- ● Zero Isle South B37–B39F
- ● Destiny Tower 37–41F
- ■ Upper Spring Cave B1–B4F

EVOLUTION
Cacnea → Lv32 → Cacturne

MOVE LIST

LV1	Poison Sting	TM	Swagger	TM	Toxic	EGG	Low Kick	
LV1	Leer	TM	Energy Ball	TM	Drain Punch	EGG	Seed Bomb	
LV5	Absorb	TM	Return	TM	Fling	EGG	DynamicPunch	
LV9	Growth	TM	Facade	TM	Sleep Talk	EGG	Teeter Dance	
LV13	Leech Seed	TM	Brick Break	TM	Rest	EGG	Magical Leaf	
LV17	Sand-Attack	TM	Focus Punch	TM	Secret Power	EGG	Acid	
LV21	Pin Missile	TM	Giga Drain	TM	Flash			
LV25	Ingrain	TM	Grass Knot	TM	Protect			
LV29	Faint Attack	TM	Endure	TM	Substitute			
LV33	Spikes	TM	Natural Gift	TM	Hidden Power			
LV37	Sucker Punch	TM	Payback	TM	Attract			
LV41	Payback	TM	Vacuum-Cut	TM	Frustration			
LV45	Needle Arm	TM	Wide Slash	TM	Captivate			
LV49	Cotton Spore	TM	SolarBeam	HM	Cut			
LV53	Sandstorm	TM	Bullet Seed	EGG	Counter			
LV57	Destiny Bond	TM	Swords Dance	EGG	SmellingSalt			
TM	Dark Pulse	TM	Poison Jab	EGG	GrassWhistle			

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	6	13	6	0
10	34	20	11	20	11	1668
20	59	32	19	32	19	37560
30	89	49	39	49	39	117482
40	114	65	55	65	55	289552
50	127	70	60	71	61	562788
60	132	76	66	76	66	942134
70	142	86	76	86	76	1326283
80	152	96	86	96	86	1711200
90	162	106	96	106	96	2096882
100	172	116	106	116	106	2483376

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Desert Sash	Grass Gem
		Soothe Globe
EVOLUTION	Cacturne Hat	
TYPE	Grass Silk	
	Grass Dust	



No.332 Scarecrow ♂♀



Cacturne

TYPE GRASS / DARK

ABILITY Sand Veil

FAVORITE GUMMI Grass Gummi, Black Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 120%

DAMAGE DEALT BY SIZEBUST ORB 49

BASE EXP. 80

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Northern Desert 9–15F
- ♥ Happy Outlook B1–B19F
- ● Zero Isle South B40–B45F
- ● Destiny Tower 41–45F
- ■ Icicle Forest 1–10F

EVOLUTION
Cacnea → Lv32 → Cacturne

MOVE LIST

LV1	Absorb	LV65	Sandstorm	TM	Vacuum-Cut	TM	Attract	
LV1	Growth	LV71	Destiny Bond	TM	Wide Slash	TM	Frustration	
LV1	Poison Sting	TM	Dark Pulse	TM	SolarBeam	TM	Captivate	
LV1	Leer	TM	Swagger	TM	Bullet Seed	HM	Cut	
LV3	Revenge	TM	Energy Ball	TM	Swords Dance	HM	Strength	
LV5	Absorb	TM	Return	TM	Poison Jab			
LV9	Growth	TM	Facade	TM	Toxic			
LV13	Leech Seed	TM	Brick Break	TM	Drain Punch			
LV17	Sand-Attack	TM	Focus Blast	TM	Fling			
LV21	Pin Missile	TM	Focus Punch	TM	Sleep Talk			
LV25	Ingrain	TM	Giga Impact	TM	Rest			
LV29	Faint Attack	TM	Giga Drain	TM	Hyper Beam			
LV35	Spikes	TM	Grass Knot	TM	Secret Power			
LV41	Sucker Punch	TM	Endure	TM	Flash			
LV47	Payback	TM	Embargo	TM	Protect			
LV53	Needle Arm	TM	Natural Gift	TM	Substitute			
LV59	Cotton Spore	TM	Payback	TM	Hidden Power			

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	12	5	13	5	0
10	34	19	10	20	10	1668
20	59	31	18	32	18	37560
30	89	48	38	49	38	117482
40	114	64	54	65	54	289552
50	127	69	59	71	60	562788
60	132	75	65	76	65	942134
70	142	85	75	86	75	1326283
80	152	95	85	96	85	1711200
90	162	105	95	106	95	2096882
100	172	115	105	116	105	2483376

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Cacturne Hat	Grass Gem
		Soothe Globe
		Black Silk
		Dark Dust
EVOLUTION	Desert Sash	Dark Gem
		Dusk Globe
TYPE	Grass Silk	
	Grass Dust	

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No.323 Eruption ♂♀

Camerupt

♥ 0

FOOTPRINT



LOCATION
- ♥ Dark Crater B3F–Deep B6F
- ♥ Shimmer Hill 1–17F
- ♥ Giant Volcano 1–19F
- ● Inferno Cave B11–B18F
- ● Zero Isle North B8–B12F
- ● Zero Isle East B30–B34F
- ● Zero Isle West B8–B12F
- ■ Fortune Ravine Pit (Depths B7F)

etc.

EVOLUTION

Numel (p. 610) → Camerupt (Lv33)

TYPE	FIRE / GROUND
ABILITY	Magma Armor, Solid Rock
FAVORITE GUMMI	Red Gummi, Brown Gummi
TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	79

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Rock Slide	TM	Toxic		
LV1	Growl	TM	Overheat	TM	Sleep Talk		
LV1	Ember	TM	Will-O-Wisp	TM	Rest		
LV1	Magnitude	TM	Return	TM	Hyper Beam		
LV5	Ember	TM	Flamethrower	TM	Secret Power		
LV11	Magnitude	TM	Facade	TM	Roar		
LV15	Focus Energy	TM	Giga Impact	TM	Protect		
LV21	Take Down	TM	Endure	TM	Substitute		
LV25	Amnesia	TM	Earthquake	TM	Hidden Power		
LV31	Lava Plume	TM	Natural Gift	TM	Attract		
LV33	Rock Slide	TM	Vacuum-Cut	TM	Frustration		
LV39	Earth Power	TM	Wide Slash	TM	Captivate		
LV49	Earthquake	TM	Stealth Rock	TM	Flash Cannon		
LV57	Eruption	TM	Stone Edge	TM	Rock Polish		
LV67	Fissure	TM	SolarBeam	HM	Rock Smash		
TM	Dig	TM	Explosion	HM	Strength		
TM	Swagger	TM	Fire Blast				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	25	12	24	11	0
10	46	30	17	28	16	1682
20	66	35	22	33	20	37860
30	96	42	29	40	27	118419
40	119	55	42	53	40	291861
50	135	64	51	63	50	567276
60	140	70	57	68	55	949647
70	150	80	67	78	65	1336860
80	160	90	77	88	75	1724846
90	170	100	87	98	85	2113604
100	180	110	97	108	95	2503181

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Erupt Scarf	TYPE	Fiery Gem
			Fiery Globe
			Brown Silk
			Ground Dust
EVOLUTION	Numel Bow		Earth Gem
			Terra Globe
TYPE	Red Silk		
	Fire Dust		

See p.683 for its stats when it appears as a dungeon boss



No.455 Bug Catcher ♂♀

Carnivine

♥ 5



LOCATION
- ♥ Northern Desert 7–15F
- ● Sky Peak 5th Station Clearing (5th Station Pass 5F)
- ● Oblivion Forest B1–B14F
- ● Zero Isle North B61–B74F
- ● Grass Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION

Does not evolve

TYPE	GRASS
ABILITY	Levitate
FAVORITE GUMMI	Grass Gummi
TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	81

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bind	TM	Giga Impact	TM	Secret Power	EGG	Leech Seed
LV1	Growth	TM	Giga Drain	TM	Flash		
LV7	Bite	TM	Grass Knot	TM	Sludge Bomb		
LV11	Vine Whip	TM	Endure	TM	Protect		
LV17	Sweet Scent	TM	Natural Gift	TM	Substitute		
LV21	Ingrain	TM	Payback	TM	Hidden Power		
LV27	Faint Attack	TM	Vacuum-Cut	TM	Attract		
LV31	Stockpile	TM	Wide Slash	TM	Frustration		
LV31	Swallow	TM	SolarBeam	TM	Captivate		
LV31	Spit Up	TM	Bullet Seed	HM	Cut		
LV37	Crunch	TM	Swords Dance	EGG	Synthesis		
LV41	Wring Out	TM	Toxic	EGG	Stun Spore		
LV47	Power Whip	TM	Thief	EGG	Slam		
TM	Swagger	TM	Fling	EGG	Worry Seed		
TM	Energy Ball	TM	Sleep Talk	EGG	Sleep Powder		
TM	Return	TM	Rest	EGG	Razor Leaf		
TM	Facade	TM	Hyper Beam	EGG	Magical Leaf		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	37	16	7	19	8	0
10	42	20	10	22	11	1545
20	51	30	19	30	19	34786
30	80	43	30	44	30	108804
40	100	53	38	52	38	268164
50	112	60	42	57	42	521216
60	122	70	52	67	52	872541
70	132	80	62	77	62	1228314
80	142	90	72	87	72	1584797
90	152	100	82	97	82	1941990
100	162	110	92	107	92	2299935

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Carni-Bow	TYPE	Grass Gem
			Soothe Globe
EVOLUTION			
TYPE	Grass Silk		
	Grass Dust		

See p.681 for its stats when it appears as a dungeon boss



No.318 Savage ♂♀

Carvanha

♥ 1



LOCATION
- ♥ Surrounded Sea B1–B14F
- ● Zero Isle North B26–B30F
- ● Zero Isle East B35–B39F
- ● Zero Isle West B26–B30F

EVOLUTION

Carvanha → Sharpedo (p. 636) (Lv30)

TYPE	WATER / DARK
ABILITY	Rough Skin
FAVORITE GUMMI	Blue Gummi, Black Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	169

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bite	TM	Facade	TM	Hidden Power		
LV1	Leer	TM	Endure	TM	Attract		
LV6	Rage	TM	Brine	TM	Frustration		
LV8	Focus Energy	TM	Natural Gift	TM	Captivate		
LV11	Scary Face	TM	Payback	TM	Ice Beam		
LV16	Ice Fang	TM	Vacuum-Cut	HM	Waterfall		
LV18	Screech	TM	Wide Slash	HM	Surf		
LV21	Swagger	TM	Taunt	EGG	Thrash		
LV26	Assurance	TM	Toxic	EGG	AncientPower		
LV28	Crunch	TM	Thief	EGG	Double-Edge		
LV31	Aqua Jet	TM	Sleep Talk	EGG	Hydro Pump		
LV36	Agility	TM	Rest				
LV38	Take Down	TM	Secret Power				
TM	Dark Pulse	TM	Blizzard				
TM	Torment	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Return	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	16	13	13	13	0
10	58	32	22	29	22	1568
20	78	38	29	38	28	35302
30	98	43	34	42	33	110420
40	118	48	38	46	39	272146
50	129	53	42	49	42	528957
60	135	60	46	55	46	885498
70	145	70	56	65	56	1246555
80	155	80	66	75	66	1608332
90	165	90	76	85	76	1970829
100	175	100	86	95	86	2334090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Carva-Sash	TYPE	Aqua Gem
			Aqua Globe
			Black Silk
			Dark Dust
EVOLUTION	Vicious Bow		Dark Gem
			Dusk Globe
TYPE	Blue Silk		
	Water Dust		

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No.268 Cocoon ♂♀





Cascoon

♥ 0

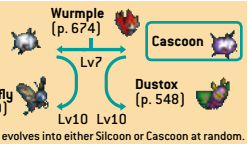
TYPE BUG

ABILITY Shed Skin

FAVORITE GUMMI Green Gummi

LOCATION
- ♥ Mt. Horn 2–3, 6–7, 9–10, 12–14F
- ♥ Lush Prairie 1–5F
- ♥ Mystery Jungle 1–29F

EVOLUTION



* Wurmple evolves into either Silcoon or Cascoon at random.

TERRAIN	Doesn't move
SIZE	★☆☆☆
SLEEP	★★★★★
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	34

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden						
LV7	Harden						
TM	Vacuum-Cut						
TM	Wide Slash						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	17	6	16	6	0
10	35	26	11	23	11	1200
20	45	36	17	33	17	27018
30	55	46	27	43	27	84508
40	65	56	37	53	37	208283
50	75	66	47	63	47	404829
60	83	74	55	71	55	677703
70	93	84	65	81	65	954033
80	103	94	75	91	75	1230914
90	113	104	85	101	85	1508347
100	123	114	95	111	95	1786363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Guard Bow	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Wurmple Bow		
	Tough Scarf		
	Vivid Silk		
	Dustox Bow		
TYPE	Green Silk		
	Wonder Dust		

No.351 Weather ♂♀





Castform

♥ 4

TYPE NORMAL

ABILITY Forecast

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Blizzard Island 10–20F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle West B2–B39F
- ● Zero Isle South B21–B22, B34–B38, B54–B59, B70–B79, B89–B94F
- ● Destiny Tower 21–24, 38–44, 57–62, 75–83, 89–94F

EVOLUTION



TERRAIN	Regular
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	12–30
BASE EXP.	51

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Shadow Ball	TM	Water Pulse		
LV10	Powder Snow	TM	Thunderbolt	TM	Hidden Power		
LV10	Ember	TM	Vacuum-Cut	TM	Attract		
LV10	Water Gun	TM	Wide Slash	TM	Frustration		
LV20	Rain Dance	TM	SolarBeam	TM	Captivate		
LV20	Hail	TM	Fire Blast	TM	Avalanche		
LV20	Sunny Day	TM	Shock Wave	TM	Ice Beam		
LV30	Weather Ball	TM	Thunder Wave	EGG	Ominous Wind		
TM	Swagger	TM	Toxic	EGG	Lucky Chant		
TM	Energy Ball	TM	Thief	EGG	Disable		
TM	Return	TM	Sleep Talk	EGG	Psych Up		
TM	Flamethrower	TM	Rest	EGG	Amnesia		
TM	Thunder	TM	Secret Power	EGG	Future Sight		
TM	Facade	TM	Blizzard				
TM	Endure	TM	Flash				
TM	Psych Up	TM	Protect				
TM	Natural Gift	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	10	4	10	4	0
10	51	19	11	19	11	1330
20	64	32	20	32	20	29952
30	74	42	24	42	24	93687
40	84	51	30	52	31	230906
50	89	56	35	57	36	448800
60	94	62	41	62	41	751312
70	104	72	51	72	51	1057656
80	114	82	61	82	61	1364610
90	124	92	71	92	71	1672176
100	134	102	81	102	81	1980389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cast-Dew	TYPE	White Gem
	Cast-Card		Joy Globe
	Cloud Rock		
	Weather Cape		
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

Its form depends on the weather (p.684). Sizebust Orb does 12 damage to Normal form, 29 to Sunny form, 24 to Rainy form, and 30 to Snowy form.

No.10 Worm ♂♀





Caterpie

♥ 5

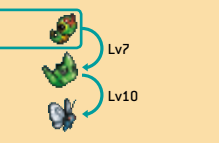
TYPE BUG

ABILITY Shield Dust

FAVORITE GUMMI Green Gummi

LOCATION
- ♥ Apple Woods 1–4F
- ♥ Oran Forest 1–4F
- ● Zero Isle South B2–B4F
- ● Destiny Tower 2–4F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	16
BASE EXP.	12

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle						
LV1	Body Slam						
LV15	Bug Bite						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	13	6	13	5	0
10	27	17	10	18	9	1286
20	47	32	19	32	19	28950
30	61	44	23	43	23	90551
40	71	53	29	53	30	223176
50	81	58	34	58	35	433775
60	86	64	40	63	40	726160
70	96	74	50	73	50	1022248
80	106	84	60	83	60	1318926
90	116	94	70	93	70	1616195
100	126	104	80	103	80	1914090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cater-Belt	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Defense Bow		
	Glittery Bow		
TYPE	Green Silk		
	Wonder Dust		

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No.251 Time Travel — Unknown



Celebi

♥ 5

TYPE PSYCHIC / GRASS

ABILITY Natural Cure

FAVORITE GUMMI Gold Gummi, Grass Gummi

LOCATION
- ♥ Mystifying Forest 10F
- * Does not appear once recruited

EVOLUTION Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Heal Bell	TM	Facade	TM	Aerial Ace	TM	Calm Mind
LV1	Recover	TM	Giga Impact	TM	Swords Dance	TM	Hidden Power
LV1	Confusion	TM	Giga Drain	TM	Shock Wave	TM	Frustration
LV3	Leech Seed	TM	Silver Wind	TM	Thunder Wave	TM	Dream Eater
LV10	Safeguard	TM	Grass Knot	TM	Toxic	TM	Reflect
LV19	Magical Leaf	TM	Endure	TM	Trick Room	HM	Cut
LV28	AncientPower	TM	Psychic	TM	U-turn		
LV37	Baton Pass	TM	Psych Up	TM	Fling		
LV46	Natural Gift	TM	Natural Gift	TM	Sleep Talk		
LV55	Heal Block	TM	Shadow Ball	TM	Rest		
LV64	Future Sight	TM	Vacuum-Cut	TM	Hyper Beam		
LV73	Healing Wish	TM	Safeguard	TM	Light Screen		
LV82	Leaf Storm	TM	Wide Slash	TM	Secret Power		
LV91	Perish Song	TM	Skill Swap	TM	Flash		
TM	Swagger	TM	Stealth Rock	TM	Protect		
TM	Energy Ball	TM	SolarBeam	TM	Substitute		
TM	Return	TM	Charge Beam	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	10	5	10	5	0
10	67	15	14	19	14	1830
20	89	20	24	29	20	41198
30	109	30	32	41	25	128860
40	129	40	37	61	35	317596
50	140	50	45	72	45	617295
60	159	69	64	91	64	1033381
70	169	79	74	101	74	1454736
80	179	89	84	111	84	1876933
90	189	99	94	121	94	2299969
100	199	109	104	131	104	2723896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chrono Veil	TYPE	Psyche Gem
			Psyche Globe
			Grass Silk
			Grass Dust
			Grass Gem
EVOLUTION			Soothe Globe
TYPE	Gold Silk		
	Psyche Dust		

See p.126 for its stats when it accompanies you; its stats in Special Episode 5 are identical (has the moves Heal Bell, Recover, Magical Leaf, and AncientPower)



No.113 Egg — ♀ Only



Chansey

♥ 4

TYPE NORMAL

ABILITY Natural Cure, Serene Grace

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B16–B17F
- ♥ Happy Outlook B12–B16F
- ● Zero Isle East B11–B15, B26–B32F
- ● Zero Isle West B11–B15F

EVOLUTION
Happiny (p. 568) → Chansey (Oval Stone & Sun Ribbon) → Blissey (p. 522) (IQ of at least ★1.5–2)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	90

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Return	TM	Wide Slash	TM	Flash
LV1	Pound	TM	Flamethrower	TM	Skill Swap	TM	Protect
LV5	Tail Whip	TM	Thunder	TM	Stealth Rock	TM	Substitute
LV9	Refresh	TM	Facade	TM	SolarBeam	TM	Water Pulse
LV12	Softboiled	TM	Brick Break	TM	Fire Blast	TM	Calm Mind
LV16	DoubleSlap	TM	Focus Punch	TM	Charge Beam	TM	Hidden Power
LV20	Minimize	TM	Giga Impact	TM	Shock Wave	TM	Attract
LV23	Sing	TM	Grass Knot	TM	Thunder Wave	TM	Frustration
LV27	Fling	TM	Endure	TM	Toxic	TM	Captivate
LV31	Defense Curl	TM	Psychic	TM	Drain Punch	TM	Dream Eater
LV34	Light Screen	TM	Psych Up	TM	Fling	TM	Recycle
LV38	Egg Bomb	TM	Earthquake	TM	Sleep Talk	TM	Ice Beam
LV42	Healing Wish	TM	Natural Gift	TM	Rest	HM	Rock Smash
LV46	Double-Edge	TM	Shadow Ball	TM	Hyper Beam	HM	Strength
TM	Iron Tail	TM	Thunderbolt	TM	Light Screen	HM	Rock Climb
TM	Swagger	TM	Vacuum-Cut	TM	Secret Power		
TM	Rock Slide	TM	Safeguard	TM	Blizzard		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	3	0	0	0	0
10	68	12	10	7	7	1836
20	88	16	14	13	15	41343
30	108	21	17	16	19	129315
40	128	26	20	20	22	318716
50	148	31	24	23	25	619473
60	168	37	28	27	29	1037027
70	188	47	38	37	39	1459869
80	208	57	48	47	49	1883555
90	228	67	58	57	59	2308083
100	248	77	68	67	69	2733506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chansey Song		Amity Rock
	Chansey Card		Life Ring
	Lucky Charm	TYPE	White Silk
	Lucky Scarf		Normal Dust
EVOLUTION	Happiny Dew		White Gem
	Happiny Card		Joy Globe
	Play Tag		
	Nurture Cape		
	Blissey Song		
	Blissey Card		



No.6 Flame — ♂♀

FOOTPRINT



Charizard

♥ 0

TYPE FIRE / FLYING

ABILITY Blaze

FAVORITE GUMMI Red Gummi, Sky Gummi

LOCATION
- ♥ Spacial Rift 1F–Deep B9F
- ♥ Deep Dark Crater B6–B9, B11–B14F
- ● Zero Isle North B41–B49F
- ● Zero Isle Center B28–B30F

EVOLUTION
Charmander (p. 530) → Charmeleon (p. 530) (Lv16) → Charizard (Lv36)

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	52
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	SmokeScreen	LV72	Blast Burn	TM	Shadow Claw	TM	Protect
LV1	Dragon Claw	TM	Iron Tail	TM	Vacuum-Cut	TM	Substitute
LV1	Growl	TM	Dig	TM	Wide Slash	TM	Hidden Power
LV1	Scratch	TM	Swagger	TM	SolarBeam	TM	Attract
LV2	Air Slash	TM	Rock Slide	TM	Fire Blast	TM	Frustration
LV2	Shadow Claw	TM	Overheat	TM	Aerial Ace	TM	Captivate
LV7	Ember	TM	Will-O-Wisp	TM	Swords Dance	TM	Dragon Pulse
LV10	SmokeScreen	TM	Return	TM	Toxic	HM	Cut
LV17	Dragon Rage	TM	Flamethrower	TM	Dragon Claw	HM	Rock Smash
LV21	Scary Face	TM	Facade	TM	Fling	HM	Strength
LV28	Fire Fang	TM	Brick Break	TM	Sleep Talk	HM	Defog
LV32	Slash	TM	Focus Blast	TM	Rest	HM	Fly
LV36	Wing Attack	TM	Focus Punch	TM	Hyper Beam		
LV42	Flamethrower	TM	Giga Impact	TM	Steel Wing		
LV49	Fire Spin	TM	Endure	TM	Roost		
LV59	Heat Wave	TM	Earthquake	TM	Secret Power		
LV66	Flare Blitz	TM	Natural Gift	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	3	4	2	0
10	49	21	21	22	20	1773
20	79	39	39	42	38	39919
30	101	49	49	56	48	124861
40	118	60	59	66	58	307738
50	128	73	69	80	68	598135
60	138	83	79	90	78	1001307
70	148	93	89	100	88	1409583
80	158	103	99	110	98	1818675
90	168	113	109	120	108	2228581
100	178	123	119	130	118	2639350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chariz-Claw		Charme-Crest
	Chariz-Fang		Kindle Scarf
	Chariz-Seal		Red Silk
	Flame Bangle		Fire Dust
EVOLUTION	Char-Claw		Fiery Gem
	Char-Fang		Fiery Globe
	Fiery Heart	TYPE	Sky Silk
	Heat Armlet		Sky Dust
	Charme-Claw		Sky Gem
	Charme-Fang		Sky Globe

IQ must be at least ★3–3.5 to know or learn Blast Burn

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HERO
PARTNER

No.4 Lizard ♂♀



Charmander

♥ 5

FOOTPRINT



LOCATION
- ♥ Dark Crater B1–B10F
- ♥ Giant Volcano 1–10F

EVOLUTION
- Charmander — Lv16
- Charmeleon — Lv36
- Charizard (p. 529)

TYPE	ABILITY	FAVORITE GUMMI
FIRE	Blaze	Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	10

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Growl	TM	Flamethrower	TM	Secret Power	EGG	Belly Drum
LV1	Scratch	TM	Facade	TM	Protect	EGG	Beat Up
LV7	Ember	TM	Brick Break	TM	Substitute	EGG	Flare Blitz
LV10	SmokeScreen	TM	Focus Punch	TM	Hidden Power	EGG	Metal Claw
LV16	Dragon Rage	TM	Endure	TM	Attract	EGG	Dragon Dance
LV19	Scary Face	TM	Natural Gift	TM	Frustration		
LV25	Fire Fang	TM	Shadow Claw	TM	Captivate		
LV28	Slash	TM	Vacuum-Cut	HM	Cut		
LV34	Flamethrower	TM	Wide Slash	HM	Rock Smash		
LV37	Fire Spin	TM	Fire Blast	HM	Strength		
TM	Iron Tail	TM	Aerial Ace	EGG	Rock Slide		
TM	Dig	TM	Swords Dance	EGG	Crunch		
TM	Swagger	TM	Toxic	EGG	Bite		
TM	Rock Slide	TM	Dragon Claw	EGG	Outrage		
TM	Overheat	TM	Fling	EGG	AncientPower		
TM	Will-O-Wisp	TM	Sleep Talk	EGG	Swords Dance		
TM	Return	TM	Rest	EGG	Dragon Rush		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	3	4	2	0
10	49	21	21	22	20	1773
20	79	39	39	42	38	39919
30	101	49	49	56	48	124861
40	118	60	59	66	58	307738
50	128	73	69	80	68	598135
60	138	83	79	90	78	1001307
70	148	93	89	100	88	1409583
80	158	103	99	110	98	1818675
90	168	113	109	120	108	2228581
100	178	123	119	130	118	2639350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Char-Claw	TYPE	Chariz-Seal
	Char-Fang		Flame Bangle
	Fiery Heart		Red Silk
	Heat Armlet		Fire Dust
EVOLUTION	Charme-Claw		Fiery Gem
	Charme-Fang		Fiery Globe
	Charme-Crest		
	Kindle Scarf		
	Chariz-Claw		
	Chariz-Fang		

No.5 Flame ♂♀



Charmeleon

♥ 0

FOOTPRINT



LOCATION
- ♥ Dark Crater B1F–Deep B5F
- ♥ Giant Volcano 1–19F
- ● Zero Isle North B31–B40F
- ● Zero Isle East B31–B39F
- ● Zero Isle West B31–39F

EVOLUTION
- Charmander — Lv16
- Charmeleon — Lv36
- Charizard (p. 529)

TYPE	ABILITY	FAVORITE GUMMI
FIRE	Blaze	Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	42

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG, DRINK, OTHER

MOVE LIST

LV1	Growl	TM	Return	TM	Rest		
LV1	Scratch	TM	Flamethrower	TM	Secret Power		
LV1	Ember	TM	Facade	TM	Protect		
LV7	Ember	TM	Brick Break	TM	Substitute		
LV10	SmokeScreen	TM	Focus Punch	TM	Hidden Power		
LV17	Dragon Rage	TM	Endure	TM	Attract		
LV21	Scary Face	TM	Natural Gift	TM	Frustration		
LV28	Fire Fang	TM	Shadow Claw	TM	Captivate		
LV32	Slash	TM	Vacuum-Cut	HM	Cut		
LV39	Flamethrower	TM	Wide Slash	HM	Rock Smash		
LV43	Fire Spin	TM	Fire Blast	HM	Strength		
TM	Iron Tail	TM	Aerial Ace				
TM	Dig	TM	Swords Dance				
TM	Swagger	TM	Toxic				
TM	Rock Slide	TM	Dragon Claw				
TM	Overheat	TM	Fling				
TM	Will-O-Wisp	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	3	4	2	0
10	49	21	21	22	20	1773
20	79	39	39	42	38	39919
30	101	49	49	56	48	124861
40	118	60	59	66	58	307738
50	128	73	69	80	68	598135
60	138	83	79	90	78	1001307
70	148	93	89	100	88	1409583
80	158	103	99	110	98	1818675
90	168	113	109	120	108	2228581
100	178	123	119	130	118	2639350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Charme-Claw		Chariz-Seal
	Charme-Fang		Flame Bangle
	Charme-Crest		Red Silk
	Kindle Scarf	TYPE	Fire Dust
EVOLUTION	Char-Claw		Fiery Gem
	Char-Fang		Fiery Globe
	Fiery Heart		
	Heat Armlet		
	Chariz-Claw		
	Chariz-Fang		

No.441 Music Note ♂♀



Chatot

♥ 0



LOCATION
- ● Mystifying Forest Clearing (14F)
- ♥ Spacial Rift B1–B6F

EVOLUTION
- Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
NORMAL / FLYING	Keen Eye Tangled Feet	White Gummi Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Peck	TM	Swagger	TM	Secret Power		
LV5	Growl	TM	Return	TM	Protect		
LV9	Mirror Move	TM	Facade	TM	Substitute		
LV13	Sing	TM	Endure	TM	Hidden Power		
LV17	Fury Attack	TM	Natural Gift	TM	Attract		
LV21	Chatter	TM	Vacuum-Cut	TM	Frustration		
LV25	Taunt	TM	Wide Slash	TM	Captivate		
LV29	Mimic	TM	Taunt	HM	Defog		
LV33	Roost	TM	Pluck	HM	Fly		
LV37	Uproar	TM	Aerial Ace				
LV41	FeatherDance	TM	Toxic				
LV45	Hyper Voice	TM	Thief				
Companion	Peck	TM	U-turn				
Companion	Mirror Move	TM	Sleep Talk				
Companion	Fury Attack	TM	Rest				
Companion	Roost	TM	Steel Wing				
TM	Torment	TM	Roost				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	12	11	13	0
10	55	28	30	29	31	1582
20	83	39	41	40	42	35611
30	103	49	51	50	49	111384
40	112	55	59	58	52	274523
50	117	60	63	61	55	533577
60	122	66	67	65	59	893234
70	132	76	77	75	69	1257444
80	142	86	87	85	79	1622382
90	152	96	97	95	89	1988046
100	162	106	107	105	99	2354480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chatot Scarf		White Gem
			Joy Globe
			Sky Silk
		TYPE	Sky Dust
EVOLUTION			Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

See p.681 for its stats when it appears as a dungeon boss, see p.683 for its stats as an ally, and see p.130 for its stats when it accompanies you

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No.421 Blossom ♂♀



Cherrim



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Flower Gift	Grass Gummi

TERRAIN	Regular
SIZE	★★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17–23
BASE EXP.	74

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Treeshroud Forest 1–9F
- ■ Southern Jungle 8–10F

EVOLUTION
- Cherubi
- Cherrim — Lv25

MOVE LIST

LV1	Growth	TM	Giga Drain	TM	Substitute		
LV1	Tackle	TM	Grass Knot	TM	Hidden Power		
LV7	Growth	TM	Endure	TM	Attract		
LV10	Leech Seed	TM	Natural Gift	TM	Frustration		
LV13	Helping Hand	TM	Vacuum-Cut	TM	Captivate		
LV19	Magical Leaf	TM	Safeguard				
LV22	Sunny Day	TM	Wide Slash				
LV25	Petal Dance	TM	SolarBeam				
LV30	Worry Seed	TM	Bullet Seed				
LV35	Take Down	TM	Swords Dance				
LV43	SolarBeam	TM	Toxic				
LV48	Lucky Chant	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Energy Ball	TM	Hyper Beam				
TM	Return	TM	Secret Power				
TM	Facade	TM	Flash				
TM	Giga Impact	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	7	3	12	4	0
10	30	16	8	17	7	1491
20	50	31	22	31	22	33561
30	70	41	27	41	26	104973
40	90	46	30	45	30	258722
50	104	52	34	49	34	502866
60	114	62	44	59	52	841821
70	124	72	54	69	62	1185068
80	134	82	64	79	72	1529001
90	144	92	74	89	82	1873618
100	154	102	84	99	92	2218961

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cherrim Dew	TYPE	Grass Gem
	Cherrim Card		Soothe Globe
	Sweet Aroma		
	Petal Dress		
EVOLUTION	Cherubi Seed		
	Cherubi Card		
	Cute Ore		
	Charm Bow		
TYPE	Grass Silk		
	Grass Dust		

Its form changes with the weather (p.684). Sizebust Orb does 17 damage to Overcast form, and 23 to Sunshine form.

No.420 Cherry ♂♀



Cherubi



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Chlorophyll	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	74

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Foggy Forest 1–5F

EVOLUTION
- Cherubi — Lv25
- Cherrim

MOVE LIST

LV1	Tackle	TM	Natural Gift	TM	Captivate		
LV7	Growth	TM	Vacuum-Cut	EGG	Sweet Scent		
LV10	Leech Seed	TM	Safeguard	EGG	Aromatherapy		
LV13	Helping Hand	TM	Wide Slash	EGG	GrassWhistle		
LV19	Magical Leaf	TM	SolarBeam	EGG	Tickle		
LV22	Sunny Day	TM	Bullet Seed	EGG	Nature Power		
LV28	Worry Seed	TM	Swords Dance	EGG	Razor Leaf		
LV31	Take Down	TM	Toxic				
LV37	SolarBeam	TM	Sleep Talk				
LV40	Lucky Chant	TM	Rest				
TM	Swagger	TM	Secret Power				
TM	Energy Ball	TM	Flash				
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				
TM	Giga Drain	TM	Hidden Power				
TM	Grass Knot	TM	Attract				
TM	Endure	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	10	6	13	8	0
10	32	19	11	18	11	1491
20	52	34	25	32	26	33561
30	72	44	30	42	30	104973
40	92	49	33	46	34	258722
50	106	55	37	50	38	502866
60	116	65	47	60	56	841821
70	126	75	57	70	66	1185068
80	136	85	67	80	76	1529001
90	146	95	77	90	86	1873618
100	156	105	87	100	96	2218961

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cherubi Seed	TYPE	Grass Gem
	Cherubi Card		Soothe Globe
	Cute Ore		
	Charm Bow		
EVOLUTION	Cherrim Dew		
	Cherubi Card		
	Sweet Aroma		
	Petal Dress		
TYPE	Grass Silk		
	Grass Dust		

No.152 Leaf ♂♀

HERO / PARTNER



Chikorita

FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Overgrow	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Happy Outlook B1–B15F
- ♥ Mystery Jungle 1–29F
- ● Destiny Tower 1–3F

EVOLUTION
- Chikorita — Lv16
- Bayleef (p. 519) — Lv32
- Meganium (p. 599)

MOVE LIST

LV1	Tackle	TM	Return	TM	Flash	EGG	Ingrain
LV1	Growl	TM	Facade	TM	Protect	EGG	Leech Seed
LV6	Razor Leaf	TM	Giga Drain	TM	Substitute	EGG	Leaf Storm
LV9	PoisonPowder	TM	Grass Knot	TM	Hidden Power		
LV12	Synthesis	TM	Endure	TM	Attract		
LV17	Reflect	TM	Natural Gift	TM	Frustration		
LV20	Magical Leaf	TM	Vacuum-Cut	TM	Captivate		
LV23	Natural Gift	TM	Safeguard	TM	Reflect		
LV28	Sweet Scent	TM	Wide Slash	HM	Cut		
LV31	Light Screen	TM	SolarBeam	EGG	Aromatherapy		
LV34	Body Slam	TM	Bullet Seed	EGG	Counter		
LV39	Safeguard	TM	Swords Dance	EGG	GrassWhistle		
LV42	Aromatherapy	TM	Toxic	EGG	AncientPower		
LV45	SolarBeam	TM	Sleep Talk	EGG	Nature Power		
TM	Iron Tail	TM	Rest	EGG	Flail		
TM	Swagger	TM	Light Screen	EGG	Wring Out		
TM	Energy Ball	TM	Secret Power	EGG	Vine Whip		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	4	3	4	3	0
10	47	18	19	18	19	1831
20	77	31	37	32	37	41216
30	102	47	47	48	47	128916
40	122	64	57	63	56	317732
50	138	84	66	78	57	617560
60	148	103	67	93	67	1033824
70	158	113	77	103	77	1455360
80	168	123	87	113	87	1877738
90	178	133	97	123	97	2300955
100	188	143	107	133	107	2725064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chiko-Claw		Shiny Charm
	Chiko-Card		Bright Veil
	Dawn Jewel	TYPE	Grass Silk
	Fresh Bow		Grass Dust
EVOLUTION	Bayleef Claw		Grass Gem
	Bayleef Card		Soothe Globe
	Bayleef Seal		
	Spice Bow		
	Megani-Claw		
	Megani-Card		

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HERO
PARTNER

No.390 Chimp ♂♀ Forms



Chimchar

♥ 5

FOOTPRINT



TYPE FIRE

ABILITY Blaze

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Dark Crater B1–B10F
- ♥ Giant Volcano 1–7F

EVOLUTION


Chimchar
Lv14
Monferno (p. 604)
Lv36
Infernape (p. 575)

TERRAIN Lava
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 17
BASE EXP. 7

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	TM	Will-O-Wisp	TM	Toxic	EGG	Encore
LV1	Scratch	TM	Return	TM	U-turn	EGG	Counter
LV7	Ember	TM	Flamethrower	TM	Fling	EGG	ThunderPunch
LV9	Taunt	TM	Facade	TM	Sleep Talk	EGG	Focus Energy
LV15	Fury Swipes	TM	Brick Break	TM	Rest	EGG	Helping Hand
LV17	Flame Wheel	TM	Focus Punch	TM	Secret Power	EGG	Double Kick
LV23	Nasty Plot	TM	Grass Knot	TM	Bulk Up	EGG	Fake Out
LV25	Torment	TM	Endure	TM	Protect	EGG	Heat Wave
LV31	Facade	TM	Natural Gift	TM	Substitute	EGG	Blaze Kick
LV33	Fire Spin	TM	Shadow Claw	TM	Hidden Power	EGG	Fire Punch
LV39	Slack Off	TM	Vacuum-Cut	TM	Attract		
LV41	Flamethrower	TM	Wide Slash	TM	Frustration		
TM	Iron Tail	TM	Stealth Rock	TM	Captivate		
TM	Dig	TM	Fire Blast	HM	Cut		
TM	Torment	TM	Taunt	HM	Rock Smash		
TM	Swagger	TM	Aerial Ace	HM	Strength		
TM	Overheat	TM	Swords Dance	HM	Rock Climb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	4	3	4	5	0
10	49	22	21	22	23	1760
20	76	39	35	38	38	39625
30	96	50	48	53	51	123942
40	116	60	58	63	61	305474
50	126	73	68	77	71	593735
60	136	83	78	87	81	993941
70	146	93	88	97	91	1399215
80	156	103	98	107	101	1805297
90	166	113	108	117	111	2212188
100	176	123	118	127	121	2619935

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chim-Hair	TYPE	Infern-Seal
	Chim-Fang		Blazing Ruff
	Nimble Charm		Red Silk
	Ember Cap		Fire Dust
EVOLUTION	Monfer-Hair		Fiery Gem
	Monfer-Fang		Fiery Globe
	Monfer-Crest		
	Burst Sash		
	Infern-Hair		
	Infern-Fang		

No.358 Wind Chime ♂♀



Chimecho

♥ 4



TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION
- ● Mystifying Forest Clearing (14F)
- ♥ Spacial Rift B5F–Deep B9F

EVOLUTION


Chingling (p. 533)
IQ of at least ★1–1.5 & Lunar Ribbon
Chimecho

TERRAIN Air
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 16
BASE EXP. 80

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Wrap	TM	Facade	TM	Sleep Talk		
LV6	Growl	TM	Grass Knot	TM	Rest		
LV9	Astonish	TM	Endure	TM	Light Screen		
LV14	Confusion	TM	Psychic	TM	Secret Power		
LV17	Uproar	TM	Psych Up	TM	Flash		
LV22	Take Down	TM	Natural Gift	TM	Protect		
LV25	Yawn	TM	Shadow Ball	TM	Substitute		
LV30	Psywave	TM	Vacuum-Cut	TM	Calm Mind		
LV33	Double-Edge	TM	Safeguard	TM	Hidden Power		
LV38	Heal Bell	TM	Wide Slash	TM	Attract		
LV41	Safeguard	TM	Skill Swap	TM	Frustration		
LV46	Extrasensory	TM	Charge Beam	TM	Captivate		
LV49	Healing Wish	TM	Taunt	TM	Dream Eater		
TM	Torment	TM	Shock Wave	TM	Recycle		
TM	Swagger	TM	Thunder Wave	TM	Reflect		
TM	Energy Ball	TM	Toxic				
TM	Return	TM	Trick Room				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	12	6	10	6	0
10	42	24	15	22	15	1644
20	72	40	31	42	30	37013
30	102	50	37	52	40	115771
40	116	59	43	62	47	285335
50	126	64	48	67	52	554591
60	136	70	54	72	57	928412
70	146	80	64	82	67	1306967
80	156	90	74	92	77	1686277
90	166	100	84	102	87	2066342
100	176	110	94	112	97	2447207

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chime-Scarf	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Ching-Torc		
TYPE	Gold Silk		
	Psyche Dust		

See p.681 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally

No.170 Angler ♂♀



Chinchou

♥ 5



TYPE WATER ELECTRIC

ABILITY Volt Absorb
Illuminate

FAVORITE GUMMI Blue Gummi
Yellow Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B3F
- ● Zero Isle South B3–B5F
- ● Destiny Tower 3–5F

EVOLUTION


Chinchou
Lv27
Lanturn (p. 582)

TERRAIN Water
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 27
BASE EXP. 81

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bubble	TM	Facade	TM	Substitute		
LV1	Supersonic	TM	Endure	TM	Water Pulse		
LV6	Thunder Wave	TM	Brine	TM	Hidden Power		
LV9	Flail	TM	Natural Gift	TM	Attract		
LV12	Water Gun	TM	Thunderbolt	TM	Frustration		
LV17	Confuse Ray	TM	Vacuum-Cut	TM	Captivate		
LV20	Spark	TM	Wide Slash	TM	Ice Beam		
LV23	Take Down	TM	Charge Beam	HM	Waterfall		
LV28	BubbleBeam	TM	Shock Wave	HM	Surf		
LV31	Signal Beam	TM	Thunder Wave	EGG	Screech		
LV34	Discharge	TM	Toxic	EGG	Whirlpool		
LV39	Aqua Ring	TM	Sleep Talk	EGG	Agility		
LV42	Hydro Pump	TM	Rest	EGG	Psybeam		
LV45	Charge	TM	Secret Power	EGG	Flail		
TM	Swagger	TM	Blizzard	EGG	Mist		
TM	Return	TM	Flash	EGG	Amnesia		
TM	Thunder	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	7	7	7	6	0
10	60	24	17	24	15	1639
20	90	42	27	40	25	36889
30	115	49	37	50	35	115384
40	128	54	40	54	42	284381
50	138	59	44	57	45	552737
60	143	65	48	61	49	925308
70	153	75	58	71	59	1302597
80	163	85	68	81	69	1680639
90	173	95	78	91	79	2059433
100	183	105	88	101	89	2439025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shine Torc	TYPE	Aqua Gem
			Aqua Globe
			Yellow Silk
			Thunder Dust
EVOLUTION	Lanturn Bow		Thunder Gem
			Volt Globe
TYPE	Blue Silk		
	Water Dust		

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No.433 Bell ♂♀



Chingling



TYPE	PSYCHIC
ABILITY	Levitate
FAVORITE GUMMI	Gold Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	17

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Drenched Bluff B3–B6F
- ● Star Cave B1–B7F
- ● Zero Isle South B1–B3F
- ● Destiny Tower 4–6F
- ■ Star Cave B1–B7F

EVOLUTION
- Chingling → Chimecho (p. 532): IQ of at least ★1–1.5 & Lunar Ribbon

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	12	6	10	6	0
10	42	24	15	22	15	1644
20	72	40	31	42	30	37013
30	102	50	37	52	40	115771
40	116	59	43	62	47	285335
50	126	64	48	67	52	554591
60	136	70	54	72	57	928412
70	146	80	64	82	67	1306967
80	156	90	74	92	77	1686277
90	166	100	84	102	87	2066342
100	176	110	94	112	97	2447207

MOVE LIST

LV1	Wrap	TM	Safeguard	TM	Hidden Power
LV6	Growl	TM	Wide Slash	TM	Attract
LV9	Astonish	TM	Skill Swap	TM	Frustration
LV14	Confusion	TM	Charge Beam	TM	Captivate
LV17	Uproar	TM	Taunt	TM	Dream Eater
LV22	Last Resort	TM	Shock Wave	TM	Recycle
TM	Torment	TM	Thunder Wave	TM	Reflect
TM	Swagger	TM	Toxic	EGG	Disable
TM	Return	TM	Trick Room	EGG	Hypnosis
TM	Facade	TM	Sleep Talk	EGG	Recover
TM	Grass Knot	TM	Rest	EGG	Wish
TM	Endure	TM	Light Screen	EGG	Curse
TM	Psychic	TM	Secret Power	EGG	Future Sight
TM	Psych Up	TM	Flash	EGG	Dream Eater
TM	Natural Gift	TM	Protect		
TM	Shadow Ball	TM	Substitute		
TM	Vacuum-Cut	TM	Calm Mind		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ching-Torc	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Chime-Scarf		
TYPE	Gold Silk		
	Psyche Dust		

No.366 Bivalve ♂♀ Forms



Clamperl



TYPE	WATER
ABILITY	Shell Armor
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B4F
- ♥ Bottomless Sea B1–B25F

EVOLUTION
- Clamperl → Deepseatooth & Link Cable → Huntail (p. 573)
- Clamperl → Deepseascale & Link Cable → Gorebyss (p. 564)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	10	13	12	13	0
10	47	14	16	15	16	1616
20	72	19	20	18	19	36389
30	102	27	28	37	29	113820
40	126	46	42	53	42	280527
50	136	51	46	56	45	545247
60	141	57	50	60	49	912769
70	151	67	60	70	59	1284946
80	161	77	70	80	69	1657865
90	171	87	80	90	79	2031526
100	181	97	90	100	89	2405974

MOVE LIST

LV1	Clamp	TM	Protect		
LV1	Iron Defense	TM	Substitute		
LV1	Water Gun	TM	Water Pulse		
LV3	Whirlpool	TM	Hidden Power		
TM	Swagger	TM	Attract		
TM	Return	TM	Frustration		
TM	Facade	TM	Captivate		
TM	Endure	TM	Ice Beam		
TM	Brine	HM	Waterfall		
TM	Natural Gift	HM	Surf		
TM	Vacuum-Cut	EGG	Aqua Ring		
TM	Wide Slash	EGG	Confuse Ray		
TM	Toxic	EGG	Supersonic		
TM	Sleep Talk	EGG	Mud Sport		
TM	Rest	EGG	Body Slam		
TM	Secret Power	EGG	Barrier		
TM	Blizzard	EGG	Refresh		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Clam-Brooch	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Deep Torc		
	Gore-Scarf		
TYPE	Blue Silk		
	Water Dust		

No.344 Clay Doll Unknown



Claydol



TYPE	GROUND / PSYCHIC
ABILITY	Levitate
FAVORITE GUMMI	Brown Gummi, Gold Gummi
TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Dark Hill 5–15F
- ♥ Sky Stairway 1–49F
- ● Zero Isle North B29–B33F
- ● Zero Isle South B94–B98F
- ● Zero Isle Center B43–B45F
- ● Destiny Tower 75–80F
- ■ Fortune Ravine Pit (Depths B7F)
- ■ Right Cave Path B3–B5F
- ■ Dusk Forest 1–7F

etc

EVOLUTION
- Baltoy (p. 518) → Claydol: Lv36

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	8	7	6	8	0
10	45	22	12	22	12	1567
20	65	30	19	30	18	35278
30	85	40	29	40	28	110343
40	105	50	39	50	38	271957
50	123	60	48	59	48	528589
60	129	66	53	64	54	884882
70	139	76	63	74	64	1245688
80	149	86	73	84	74	1607214
90	159	96	83	94	84	1969459
100	169	106	93	104	94	2332467

MOVE LIST

LV1	Harden	LV86	Explosion	TM	Wide Slash	TM	Calm Mind
LV1	Rapid Spin	TM	Dig	TM	Skill Swap	TM	Attract
LV1	Teleport	TM	Swagger	TM	Stealth Rock	TM	Frustration
LV1	Confusion	TM	Rock Slide	TM	Stone Edge	TM	Dream Eater
LV3	Harden	TM	Return	TM	SolarBeam	TM	Recycle
LV5	Rapid Spin	TM	Facade	TM	Explosion	TM	Reflect
LV7	Mud-Slap	TM	Giga Impact	TM	Charge Beam	TM	Ice Beam
LV11	Psybeam	TM	Grass Knot	TM	Toxic	TM	Rock Polish
LV15	Rock Tomb	TM	Endure	TM	Trick Room	HM	Rock Smash
LV19	Selfdestruct	TM	Psychic	TM	Sleep Talk	HM	Strength
LV25	AncientPower	TM	Psych Up	TM	Rest		
LV31	Power Trick	TM	Earthquake	TM	Hyper Beam		
LV36	Hyper Beam	TM	Natural Gift	TM	Light Screen		
LV40	Sandstorm	TM	Gyro Ball	TM	Secret Power		
LV51	Cosmic Power	TM	Shadow Ball	TM	Flash		
LV62	Earth Power	TM	Vacuum-Cut	TM	Protect		
LV73	Heal Block	TM	Safeguard	TM	Substitute		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Claydol Torc	TYPE	Earth Gem
			Terra Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Bal-Brooch		Psyche Gem
			Psyche Globe
TYPE	Brown Silk		
	Ground Dust		

See p.683 for its stats when it appears as a dungeon boss

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No.36 Fairy ♂♀



Clefable

♥ 0

TYPE NORMAL

ABILITY Cute Charm / Magic Guard

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B13–B17F
- ♥ Marine Resort 10–18F

EVOLUTION
Cleffa → Clefairy (IQ of at least ★2–2.5) → Clefable (Moon Stone)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	30

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sing	TM	Psychic	TM	Sleep Talk	TM	Reflect
LV1	DoubleSlap	TM	Psych Up	TM	Rest	TM	Ice Beam
LV1	Minimize	TM	Natural Gift	TM	Hyper Beam	HM	Rock Smash
LV1	Metronome	TM	Shadow Ball	TM	Light Screen	HM	Strength
TM	Iron Tail	TM	Thunderbolt	TM	Secret Power		
TM	Dig	TM	Vacuum-Cut	TM	Blizzard		
TM	Swagger	TM	Safeguard	TM	Flash		
TM	Return	TM	Wide Slash	TM	Protect		
TM	Flamethrower	TM	Stealth Rock	TM	Substitute		
TM	Thunder	TM	SolarBeam	TM	Water Pulse		
TM	Facade	TM	Fire Blast	TM	Calm Mind		
TM	Brick Break	TM	Charge Beam	TM	Hidden Power		
TM	Focus Blast	TM	Shock Wave	TM	Attract		
TM	Focus Punch	TM	Thunder Wave	TM	Frustration		
TM	Giga Impact	TM	Toxic	TM	Captivate		
TM	Grass Knot	TM	Drain Punch	TM	Dream Eater		
TM	Endure	TM	Fling	TM	Recycle		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	15	14	17	14	0
10	33	21	18	22	18	1485
20	53	31	28	32	28	33431
30	74	41	38	42	38	104568
40	97	51	48	52	48	257723
50	116	61	58	62	58	500923
60	126	71	68	72	68	838569
70	136	81	78	82	78	1180490
80	146	91	88	92	88	1523095
90	156	101	98	102	98	1866380
100	166	111	108	112	108	2210389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Clefa-Claw	TYPE	Moon Jewel
	Clefa-Card		Moon Scarf
	Moon Rock		White Silk
	Fairy Bow		Normal Dust
	Cleffa Dew		White Gem
EVOLUTION	Cleffa Card		Joy Globe
	Starry Ore		
	Comet Ring		
	Clef-Claw		
	Clef-Fang		



No.35 Fairy ♂♀



Clefairy

♥ 0

TYPE NORMAL

ABILITY Cute Charm / Magic Guard

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B1–B12F
- ♥ Marine Resort 1–9F
- ● Zero Isle South B7–B9F
- ● Zero Isle Center B33–B45F
- ● Destiny Tower 7–9F

EVOLUTION
Cleffa → Clefairy (IQ of at least ★2–2.5) → Clefable (Moon Stone)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	8

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Growl	TM	Iron Tail	TM	Safeguard	TM	Protect
LV1	Pound	TM	Dig	TM	Wide Slash	TM	Substitute
LV4	Encore	TM	Swagger	TM	Stealth Rock	TM	Water Pulse
LV7	Sing	TM	Return	TM	SolarBeam	TM	Calm Mind
LV10	DoubleSlap	TM	Flamethrower	TM	Fire Blast	TM	Hidden Power
LV13	Defense Curl	TM	Thunder	TM	Charge Beam	TM	Attract
LV16	Follow Me	TM	Facade	TM	Shock Wave	TM	Frustration
LV19	Minimize	TM	Brick Break	TM	Thunder Wave	TM	Captivate
LV22	Wake-Up Slap	TM	Focus Punch	TM	Toxic	TM	Dream Eater
LV25	Cosmic Power	TM	Grass Knot	TM	Drain Punch	TM	Recycle
LV28	Lucky Chant	TM	Endure	TM	Fling	TM	Reflect
LV31	Metronome	TM	Psychic	TM	Sleep Talk	TM	Ice Beam
LV34	Gravity	TM	Psych Up	TM	Rest	TM	Solar Beam
LV37	Moonlight	TM	Natural Gift	TM	Light Screen	HM	Rock Smash
LV40	Light Screen	TM	Shadow Ball	TM	Secret Power	HM	Strength
LV43	Comet Punch	TM	Thunderbolt	TM	Blizzard		
LV46	Healing Wish	TM	Vacuum-Cut	TM	Flash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	18	11	9	12	10	0
10	29	17	13	17	14	1485
20	49	27	23	27	24	33431
30	70	37	33	37	34	104568
40	93	47	43	47	44	257723
50	112	57	53	57	54	500923
60	122	67	63	67	64	838569
70	132	77	73	77	74	1180490
80	142	87	83	87	84	1523095
90	152	97	93	97	94	1866380
100	162	107	103	107	104	2210389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Clef-Claw	TYPE	Moon Rock
	Clef-Fang		Fairy Bow
	Moon Jewel		White Silk
	Moon Scarf		Normal Dust
	Cleffa Dew		White Gem
EVOLUTION	Cleffa Card		Joy Globe
	Starry Ore		
	Comet Ring		
	Clefa-Claw		
	Clefa-Card		



No.173 Star Shape ♂♀



Cleffa

♥ 5

TYPE NORMAL

ABILITY Cute Charm / Magic Guard

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B1–B12F
- ♥ Marine Resort 2–7F
- ● Zero Isle South B1–B4F
- ● Destiny Tower 1–2F

EVOLUTION
Cleffa → Clefairy (IQ of at least ★2–2.5) → Clefable (Moon Stone)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	20

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Charm	TM	Natural Gift	TM	Substitute	EGG	Mimic
LV1	Pound	TM	Shadow Ball	TM	Water Pulse	EGG	Metronome
LV4	Encore	TM	Vacuum-Cut	TM	Hidden Power		
LV7	Sing	TM	Safeguard	TM	Attract		
LV10	Sweet Kiss	TM	Wide Slash	TM	Frustration		
LV13	Copycat	TM	SolarBeam	TM	Captivate		
LV16	Magical Leaf	TM	Fire Blast	TM	Dream Eater		
TM	Iron Tail	TM	Shock Wave	TM	Recycle		
TM	Dig	TM	Thunder Wave	TM	Reflect		
TM	Swagger	TM	Toxic	EGG	Fake Tears		
TM	Return	TM	Fling	EGG	Amnesia		
TM	Flamethrower	TM	Sleep Talk	EGG	Wish		
TM	Facade	TM	Rest	EGG	Splash		
TM	Grass Knot	TM	Light Screen	EGG	Belly Drum		
TM	Endure	TM	Secret Power	EGG	Present		
TM	Psychic	TM	Flash	EGG	Covet		
TM	Psych Up	TM	Protect	EGG	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	11	3	2	2	2	0
10	22	9	6	7	6	1485
20	42	19	16	17	16	33431
30	63	29	26	27	26	104568
40	86	39	36	37	36	257723
50	105	49	46	47	46	500923
60	115	59	56	57	56	838569
70	125	69	66	67	66	1180490
80	135	79	76	77	76	1523095
90	145	89	86	87	86	1866380
100	155	99	96	97	96	2210389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cleffa Dew	TYPE	Clefa-Card
	Cleffa Card		Moon Rock
	Starry Ore		Fairy Bow
	Comet Ring		White Silk
	Fallen Star		Normal Dust
EVOLUTION	Clef-Claw		White Gem
	Clef-Fang		Joy Globe
	Moon Jewel		
	Moon Scarf		
	Clefa-Claw		

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No.91 Bivalve ♂♀



Cloyster



TYPE WATER / ICE

ABILITY Shell Armor, Skill Link

FAVORITE GUMMI Blue Gummi, Clear Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B3F
- ● Zero Isle North B50–B64F
- ● Zero Isle West B16–B20F

EVOLUTION



Shellder (p. 638) → Water Stone → Cloyster

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	52

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Supersonic	TM	Wide Slash	TM	Ice Beam		
LV1	Toxic Spikes	TM	Explosion	HM	Surf		
LV1	Protect	TM	Poison Jab				
LV2	Withdraw	TM	Toxic				
LV3	Aurora Beam	TM	Sleep Talk				
LV28	Spikes	TM	Rest				
LV40	Spike Cannon	TM	Hyper Beam				
TM	Torment	TM	Secret Power				
TM	Swagger	TM	Blizzard				
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				
TM	Giga Impact	TM	Water Pulse				
TM	Endure	TM	Hidden Power				
TM	Brine	TM	Attract				
TM	Natural Gift	TM	Frustration				
TM	Payback	TM	Captivate				
TM	Vacuum-Cut	TM	Avalanche				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	4	4	5	5	0
10	28	18	9	16	10	1417
20	48	28	18	26	18	31899
30	68	38	28	36	28	99775
40	80	48	38	46	38	245912
50	90	58	48	56	47	477967
60	100	68	58	66	48	800138
70	110	78	68	76	58	1126390
80	120	88	78	86	68	1453293
90	130	98	88	96	78	1780847
100	140	108	98	106	88	2109090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cover Armor	TYPE	Aqua Gem
			Aqua Globe
			Clear Silk
			Icy Dust
EVOLUTION	Shell-Torc		Icy Gem
			Icy Globe
TYPE	Blue Silk		
	Water Dust		

No.415 Tiny Bee ♂♀



Combee



TYPE BUG / FLYING

ABILITY Honey Gather

FAVORITE GUMMI Sky Gummi, Green Gummi

LOCATION
- ♥ Apple Woods 6–12F

EVOLUTION



Combee → Vespiquen (p. 666) → Combee♀ & Lv21

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	48

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sweet Scent						
LV1	Gust						
LV13	Bug Bite						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	7	13	7	0
10	34	20	12	20	12	1573
20	54	30	21	30	18	35412
30	84	40	36	40	33	110764
40	105	50	51	50	48	272994
50	115	60	61	60	58	530605
60	121	66	67	66	64	888257
70	131	76	77	76	74	1250439
80	141	86	87	86	84	1613344
90	151	96	97	96	94	1976971
100	161	106	107	106	104	2341363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nectar Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Vespi-Torc		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		

No.256 Young Fowl ♂♀

FOOTPRINT



Combusken



TYPE FIRE / FIGHTING

ABILITY Blaze

FAVORITE GUMMI Red Gummi, Orange Gummi

LOCATION
- ♥ Dark Crater B1F–Deep B8F
- ♥ Giant Volcano 1–19F

EVOLUTION



Torchic (p. 659) → Lv16 → Combusken → Lv36 → Blaziken (p. 522)

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	82

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Focus Energy	TM	Rock Slide	TM	Poison Jab		
LV1	Growl	TM	Overheat	TM	Toxic		
LV1	Scratch	TM	Will-O-Wisp	TM	Fling		
LV1	Ember	TM	Return	TM	Sleep Talk		
LV7	Focus Energy	TM	Flamethrower	TM	Rest		
LV13	Ember	TM	Facade	TM	Secret Power		
LV18	Double Kick	TM	Brick Break	TM	Bulk Up		
LV17	Peck	TM	Focus Blast	TM	Protect		
LV21	Sand-Attack	TM	Focus Punch	TM	Substitute		
LV28	Bulk Up	TM	Endure	TM	Hidden Power		
LV32	Quick Attack	TM	Natural Gift	TM	Attract		
LV39	Slash	TM	Shadow Claw	TM	Frustration		
LV43	Mirror Move	TM	Vacuum-Cut	TM	Captivate		
LV50	Sky Uppercut	TM	Wide Slash	HM	Cut		
LV54	Flare Blitz	TM	Fire Blast	HM	Rock Smash		
TM	Dig	TM	Aerial Ace	HM	Strength		
TM	Swagger	TM	Swords Dance				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	52	22	21	22	21	1733
20	79	37	36	37	36	39025
30	99	52	51	52	51	122065
40	118	62	59	62	59	300848
50	128	72	64	72	64	584744
60	138	82	70	82	70	978889
70	148	92	80	92	80	1378025
80	158	102	90	102	90	1777958
90	168	112	100	112	100	2178687
100	178	122	110	122	110	2580259

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Combus-Sweat		Blazi-Seal
	Combus-Claw		Blaze Torc
EVOLUTION	Charge Tag	TYPE	Red Silk
	Gutsy Band		Fire Dust
	Torchic Hair		Fiery Gem
	Torchic Card		Fiery Globe
	Hot Pebble		Orange Silk
	Fire Cape		Courage Dust
	Blazi-Claw		Fight Gem
	Blazi-Card		Power Globe

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No.341 Ruffian ♂♀



Corphish



TYPE: WATER

ABILITY: Hyper Cutter / Shell Armor

FAVORITE GUMMI: Blue Gummi

LOCATION
- Mystifying Forest Clearing (14F)
- ♥ Lake Afar B1–B12F

EVOLUTION
- Corphish → Lv30 → Crawdaunt (p. 537)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Bubble	TM	Facade	TM	Sludge Bomb	EGG	Mud Sport
LV7	Harden	TM	Brick Break	TM	Protect	EGG	Body Slam
LV10	ViceGrip	TM	Endure	TM	Substitute	EGG	Superpower
LV13	Leer	TM	X-Scissor	TM	Water Pulse	EGG	Knock Off
LV20	BubbleBeam	TM	Natural Gift	TM	False Swipe	EGG	Metal Claw
LV23	Protect	TM	Payback	TM	Hidden Power		
LV26	Knock Off	TM	Vacuum-Cut	TM	Attract		
LV32	Taunt	TM	Wide Slash	TM	Frustration		
LV35	Night Slash	TM	Taunt	TM	Captivate		
LV38	Crabhammer	TM	Aerial Ace	TM	Ice Beam		
LV44	Swords Dance	TM	Swords Dance	HM	Cut		
LV47	Crunch	TM	Toxic	HM	Rock Smash		
LV53	Guillotine	TM	Fling	HM	Strength		
TM	Dig	TM	Sleep Talk	HM	Waterfall		
TM	Swagger	TM	Rest	HM	Surf		
TM	Rock Slide	TM	Secret Power	EGG	Endeavor		
TM	Return	TM	Blizzard	EGG	AncientPower		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	20	15	20	15	0
10	62	29	20	35	21	1690
20	92	39	30	45	31	38057
30	105	50	40	55	41	119036
40	115	60	50	65	51	293383
50	125	70	60	75	61	570234
60	130	83	73	82	68	954599
70	140	93	83	92	78	1343831
80	150	103	93	102	88	1733840
90	160	113	103	112	98	2124625
100	170	123	113	122	108	2516233

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bossy Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Cower Sash		
TYPE	Blue Silk		
	Water Dust		

See p.681 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally

No.222 Coral ♂♀



Corsola



TYPE: WATER / ROCK

ABILITY: Hustle / Natural Cure

FAVORITE GUMMI: Blue Gummi / Gray Gummi

LOCATION
- Beach Cave B1–B4F
- ♥ Marine Resort 1–5F
- Treacherous Waters B1–B15F
- Zero Isle North B16–B20F
- Zero Isle East B1–B3F
- Zero Isle West B1–B4F

EVOLUTION
- Does not evolve

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	12

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EGG

MOVE LIST

LV1	Tackle	TM	Return	TM	Light Screen	EGG	Aqua Ring
LV4	Harden	TM	Facade	TM	Secret Power	EGG	Confuse Ray
LV8	Bubble	TM	Endure	TM	Blizzard	EGG	Screech
LV13	Recover	TM	Psychic	TM	Protect	EGG	Rock Slide
LV16	Refresh	TM	Brine	TM	Substitute	EGG	Nature Power
LV20	Rock Blast	TM	Earthquake	TM	Water Pulse	EGG	Mist
LV25	BubbleBeam	TM	Natural Gift	TM	Calm Mind	EGG	Icicle Spear
LV28	Lucky Chant	TM	Shadow Ball	TM	Hidden Power	EGG	Amnesia
LV32	AncientPower	TM	Vacuum-Cut	TM	Attract	EGG	Ingrain
LV37	Aqua Ring	TM	Safeguard	TM	Frustration	EGG	Barrier
LV40	Spike Cannon	TM	Wide Slash	TM	Captivate		
LV44	Power Gem	TM	Stealth Rock	TM	Reflect		
LV48	Mirror Coat	TM	Stone Edge	TM	Ice Beam		
LV53	Earth Power	TM	Explosion	TM	Rock Polish		
TM	Dig	TM	Toxic	HM	Rock Smash		
TM	Swagger	TM	Sleep Talk	HM	Strength		
TM	Rock Slide	TM	Rest	HM	Surf		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	11	4	3	4	3	0
10	21	11	8	11	8	1444
20	41	22	19	22	19	32515
30	61	42	39	42	39	101702
40	81	52	49	52	49	250659
50	91	62	59	62	59	487193
60	96	68	69	67	69	815585
70	106	78	79	77	79	1148135
80	116	88	89	87	89	1481348
90	126	98	99	97	99	1815225
100	136	108	109	107	109	2149805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Eager Brooch	TYPE	Aqua Gem
			Aqua Globe
			Gray Silk
			Rock Dust
EVOLUTION			Stone Gem
			Rock Globe
TYPE	Blue Silk		
	Water Dust		

No.346 Barnacle ♂♀



Cradily



TYPE: ROCK / GRASS

ABILITY: Suction Cups

FAVORITE GUMMI: Gray Gummi / Grass Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B4F

EVOLUTION
- Lileep (p. 585) → Lv40 → Cradily

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	Astonish	TM	Energy Ball	TM	Sleep Talk		
LV1	Constrict	TM	Return	TM	Rest		
LV1	Ingrain	TM	Facade	TM	Hyper Beam		
LV1	Acid	TM	Giga Impact	TM	Secret Power		
LV8	Acid	TM	Giga Drain	TM	Flash		
LV15	Ingrain	TM	Grass Knot	TM	Sludge Bomb		
LV22	Confuse Ray	TM	Endure	TM	Protect		
LV29	Amnesia	TM	Earthquake	TM	Substitute		
LV36	AncientPower	TM	Natural Gift	TM	Hidden Power		
LV46	Gastro Acid	TM	Vacuum-Cut	TM	Attract		
LV56	Energy Ball	TM	Wide Slash	TM	Frustration		
LV66	Stockpile	TM	Stealth Rock	TM	Captivate		
LV55	Swallow	TM	Stone Edge	TM	Rock Polish		
LV66	Spit Up	TM	SolarBeam	HM	Rock Smash		
LV76	Wring Out	TM	Bullet Seed	HM	Strength		
TM	Swagger	TM	Swords Dance				
TM	Rock Slide	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	14	5	3	8	5	0
10	22	9	6	11	8	1361
20	33	15	10	15	12	30643
30	53	25	20	25	22	95846
40	73	35	30	35	31	236228
50	88	45	40	45	32	459145
60	98	55	50	55	42	768631
70	108	65	60	65	52	1082035
80	118	75	70	75	62	1396065
90	128	85	80	85	72	1710720
100	138	95	90	95	82	2026038

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cradily Bow	TYPE	Stone Gem
			Rock Globe
			Grass Silk
			Grass Dust
EVOLUTION	Bind Scarf		Grass Gem
			Soothe Globe
TYPE	Gray Silk		
	Rock Dust		

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No.408 Head Butt ♂♀



Cranidos



TYPE ROCK

ABILITY Mold Breaker

FAVORITE GUMMI Gray Gummi

LOCATION
- ♥ Crystal Cave B5–B9F
- ● Inferno Cave B1–B10F
- ● Zero Isle West B21–B25F
- ■ Lower Spring Cave B3F–Depths B3F

EVOLUTION



Cranidos → Lv30 → Rampardos (p. 626)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	114

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Headbutt	TM	Thunder	TM	Sleep Talk	EGG	Hammer Arm
LV1	Leer	TM	Facade	TM	Rest	EGG	Thrash
LV6	Focus Energy	TM	Endure	TM	Secret Power	EGG	Crunch
LV10	Pursuit	TM	Earthquake	TM	Blizzard	EGG	Double-Edge
LV15	Take Down	TM	Natural Gift	TM	Roar	EGG	Slam
LV19	Scary Face	TM	Payback	TM	Protect	EGG	Whirlwind
LV24	Assurance	TM	Thunderbolt	TM	Substitute	EGG	Stomp
LV28	AncientPower	TM	Vacuum-Cut	TM	Hidden Power		
LV33	Zen Headbutt	TM	Wide Slash	TM	Attract		
LV37	Screech	TM	Stealth Rock	TM	Frustration		
LV43	Head Smash	TM	Stone Edge	TM	Captivate		
TM	Iron Tail	TM	Fire Blast	TM	Dragon Pulse		
TM	Dig	TM	Swords Dance	TM	Ice Beam		
TM	Swagger	TM	Shock Wave	TM	Rock Polish		
TM	Rock Slide	TM	Toxic	HM	Rock Smash		
TM	Return	TM	Thief	HM	Strength		
TM	Flamethrower	TM	Fling	HM	Rock Climb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	12	9	18	9	0
10	52	21	16	27	16	1676
20	65	34	25	40	25	37742
30	80	44	29	50	29	118050
40	107	53	35	60	36	290953
50	117	72	54	73	54	565511
60	122	90	73	91	73	946691
70	132	100	83	101	83	1332699
80	142	110	93	111	93	1719477
90	152	120	103	121	103	2107025
100	162	130	113	131	113	2495389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Hard Helmet	TYPE	Stone Gem
			Rock Globe
EVOLUTION	Skull Helmet		
TYPE	Gray Silk		
	Rock Dust		

No.342 Rogue ♂♀



Crawdaunt



TYPE WATER / DARK

ABILITY Hyper Cutter / Shell Armor

FAVORITE GUMMI Blue Gummi / Black Gummi

LOCATION
- ♥ Lake Afar B13–B24F
- ● Oblivion Forest B1–B14F
- ● Zero Isle West B33–B37F
- ● Zero Isle South B94–B98F
- ● Destiny Tower 94–99F

EVOLUTION



Corphish (p. 536) → Lv30 → Crawdaunt

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	133

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG, DRINK, OTHER

MOVE LIST

LV1	Bubble	TM	Dark Pulse	TM	Toxic	TM	Ice Beam
LV1	Harden	TM	Dig	TM	Fling	HM	Cut
LV1	Leer	TM	Swagger	TM	Sleep Talk	HM	Rock Smash
LV1	ViceGrip	TM	Rock Slide	TM	Rest	HM	Strength
LV7	Harden	TM	Return	TM	Hyper Beam	HM	Waterfall
LV10	ViceGrip	TM	Facade	TM	Secret Power	HM	Surf
LV13	Leer	TM	Brick Break	TM	Blizzard		
LV20	BubbleBeam	TM	Giga Impact	TM	Sludge Bomb		
LV23	Protect	TM	Endure	TM	Protect		
LV26	Knock Off	TM	X-Scissor	TM	Substitute		
LV30	Swift	TM	Natural Gift	TM	Water Pulse		
LV34	Taunt	TM	Payback	TM	False Swipe		
LV39	Night Slash	TM	Vacuum-Cut	TM	Hidden Power		
LV44	Crabhammer	TM	Wide Slash	TM	Attract		
LV52	Swords Dance	TM	Taunt	TM	Frustration		
LV57	Crunch	TM	Aerial Ace	TM	Captivate		
LV65	Guillotine	TM	Swords Dance	TM	Avalanche		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	25	17	20	16	0
10	67	34	22	35	22	1735
20	97	44	32	45	32	38152
30	110	55	42	55	42	119181
40	120	65	52	65	52	293578
50	130	75	62	75	62	570479
60	135	88	75	82	69	954894
70	145	98	85	92	79	1344176
80	155	108	95	102	89	1734235
90	165	118	105	112	99	2125070
100	175	128	115	122	109	2516728

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cower Sash	TYPE	Aqua Gem
			Aqua Globe
			Black Silk
			Dark Dust
EVOLUTION	Bossy Scarf		Dark Gem
			Dusk Globe
TYPE	Blue Silk		
	Water Dust		

No.488 Lunar ♀ Only



Cresselia



TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION (Does not appear in dungeons)

EVOLUTION Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	52
BASE EXP.	–

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Double Team	TM	Energy Ball	TM	Toxic	TM	Reflect
LV1	Confusion	TM	Return	TM	Trick Room	TM	Ice Beam
LV11	Safeguard	TM	Facade	TM	Sleep Talk		
LV20	Mist	TM	Giga Impact	TM	Rest		
LV29	Aurora Beam	TM	Grass Knot	TM	Hyper Beam		
LV38	Future Sight	TM	Endure	TM	Light Screen		
LV47	Slash	TM	Psychic	TM	Secret Power		
LV57	Moonlight	TM	Psych Up	TM	Flash		
LV66	Psycho Cut	TM	Natural Gift	TM	Protect		
LV75	Psycho Shift	TM	Shadow Ball	TM	Substitute		
LV84	Lunar Dance	TM	Vacuum-Cut	TM	Calm Mind		
LV93	Psychic	TM	Safeguard	TM	Hidden Power		
Partner	Confusion	TM	Wide Slash	TM	Attract		
Partner	Double Team	TM	Skill Swap	TM	Frustration		
Partner	Aurora Beam	TM	SolarBeam	TM	Captivate		
Partner	Slash	TM	Charge Beam	TM	Dream Eater		
TM	Swagger	TM	Thunder Wave	TM	Recycle		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	19	5	15	20	0
10	59	28	19	26	31	1751
20	73	39	39	36	51	39430
30	93	49	47	46	66	123331
40	113	59	54	56	71	303968
50	129	69	60	66	76	590807
60	139	79	66	76	91	989038
70	149	89	76	86	101	1392313
80	159	99	86	96	111	1796392
90	169	109	96	106	121	2201276
100	179	119	106	116	131	2607012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lunar Veil	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

See p.211 for its stats when it accompanies you

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No.453 Toxic Mouth ♂♀



Croagunk

5



TYPE	ABILITY	FAVORITE GUMMI
POISON / FIGHTING	Anticipation Dry Skin	Pink Gummi Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	40

HOW TO RECRUIT: DEFEAT, MISSION, EGG

LOCATION
- Mystifying Forest Clearing (14F)
- The Nightmare B1–B17F
- Marine Resort 1–18F
- Lost Wilderness B1–B17F
- Zero Isle Center B38–B40F

EVOLUTION
- Croagunk → Lv37 → Toxicroak (p. 660)

MOVE LIST

LV1	Astonish	TM	Swagger	TM	Poison Jab	HM	Rock Climb
LV3	Mud-Slap	TM	Rock Slide	TM	Toxic	EGG	SmellingSalt
LV8	Poison Sting	TM	Return	TM	Thief	EGG	Cross Chop
LV10	Taunt	TM	Facade	TM	Fling	EGG	Me First
LV15	Pursuit	TM	Brick Break	TM	Sleep Talk	EGG	Vacuum Wave
LV17	Faint Attack	TM	Focus Blast	TM	Rest	EGG	Headbutt
LV22	Revenge	TM	Focus Punch	TM	Secret Power	EGG	Fake Out
LV24	Swagger	TM	Endure	TM	Bulk Up	EGG	DynamicPunch
LV29	Mud Bomb	TM	Embargo	TM	Sludge Bomb	EGG	Bullet Punch
LV31	Sucker Punch	TM	X-Scissor	TM	Protect	EGG	Feint
LV36	Nasty Plot	TM	Earthquake	TM	Substitute	EGG	Wake-Up Slap
LV38	Poison Jab	TM	Natural Gift	TM	Hidden Power	EGG	Meditate
LV43	Sludge Bomb	TM	Payback	TM	Attract		
LV45	Flatter	TM	Shadow Ball	TM	Frustration		
TM	Dark Pulse	TM	Vacuum-Cut	TM	Captivate		
TM	Dig	TM	Wide Slash	HM	Rock Smash		
TM	Torment	TM	Taunt	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	19	12	13	10	0
10	53	28	22	20	17	1554
20	73	38	32	30	27	34989
30	88	48	42	40	37	109440
40	98	58	52	50	47	269731
50	108	67	62	59	56	524262
60	118	73	66	63	60	877640
70	128	83	76	73	70	1235492
80	138	93	86	83	80	1594059
90	148	103	96	93	90	1953339
100	158	113	106	103	100	2313376

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Croa-Torc	Poison Gem
		Poison Globe
		Orange Silk
		Courage Dust
EVOLUTION	Toxi-Belt	Fight Gem
		Power Globe
TYPE	Pink Silk	
	Poison Dust	

See p.681 for its stats when it appears as a dungeon boss and as an ally

No.169 Bat ♂♀



Crobat

0



TYPE	ABILITY	FAVORITE GUMMI
POISON / FLYING	Inner Focus	Pink Gummi Sky Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	128

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

LOCATION
- Aegis Cave Pit B1–B5F
- Temporal Spire 6–10F

EVOLUTION
- Zubat (p. 677) → Lv22 → Golbat (p. 563) → I0 of at least ★1.5–2 → Crobat

MOVE LIST

LV1	Screech	TM	Swagger	TM	U-turn		
LV1	Astonish	TM	Return	TM	Sleep Talk		
LV1	Leech Life	TM	Facade	TM	Rest		
LV1	Supersonic	TM	Giga Impact	TM	Hyper Beam		
LV2	Cross Poison	TM	Giga Drain	TM	Steel Wing		
LV5	Supersonic	TM	Endure	TM	Roost		
LV9	Astonish	TM	X-Scissor	TM	Secret Power		
LV13	Bite	TM	Natural Gift	TM	Sludge Bomb		
LV17	Wing Attack	TM	Payback	TM	Protect		
LV21	Confuse Ray	TM	Shadow Ball	TM	Substitute		
LV27	Air Cutter	TM	Vacuum-Cut	TM	Hidden Power		
LV33	Mean Look	TM	Wide Slash	TM	Attract		
LV39	Poison Fang	TM	Taunt	TM	Frustration		
LV45	Haze	TM	Pluck	TM	Captivate		
LV51	Air Slash	TM	Aerial Ace	HM	Defog		
TM	Dark Pulse	TM	Toxic	HM	Fly		
TM	Torment	TM	Thief				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	5	4	5	4	0
10	24	10	6	11	6	1597
20	37	16	8	16	8	35578
30	65	26	13	26	13	111221
40	87	36	23	36	23	274056
50	102	43	30	43	30	532616
60	112	49	36	48	35	891578
70	122	59	46	58	45	1255086
80	132	69	56	68	55	1619319
90	142	79	66	78	65	1984277
100	152	89	76	88	75	2350003

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Slash Bow	Poison Gem
		Poison Globe
		Sky Silk
		Sky Dust
EVOLUTION	Dodge Bow	Sky Gem
	Absorb Scarf	Sky Globe
TYPE	Pink Silk	
	Poison Dust	

No.159 Big Jaw ♂♀



Croconaw

0

FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
WATER	Torrent	Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	72

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

LOCATION
- Lake Afar B1–B15F

EVOLUTION
- Totodile (p. 660) → Lv18 → Croconaw → Lv30 → Feraligatr (p. 554)

MOVE LIST

LV1	Leer	TM	Dig	TM	Rest		
LV1	Scratch	TM	Swagger	TM	Secret Power		
LV1	Water Gun	TM	Rock Slide	TM	Blizzard		
LV6	Water Gun	TM	Return	TM	Roar		
LV8	Rage	TM	Facade	TM	Protect		
LV13	Bite	TM	Brick Break	TM	Substitute		
LV15	Scary Face	TM	Focus Punch	TM	Water Pulse		
LV21	Ice Fang	TM	Endure	TM	Hidden Power		
LV24	Flail	TM	Natural Gift	TM	Attract		
LV30	Crunch	TM	Shadow Claw	TM	Frustration		
LV33	Slash	TM	Vacuum-Cut	TM	Captivate		
LV39	Screech	TM	Wide Slash	TM	Ice Beam		
LV42	Aqua Tail	TM	Aerial Ace	HM	Cut		
LV42	Thrash	TM	Swords Dance	HM	Rock Smash		
LV48	Superpower	TM	Toxic	HM	Strength		
LV57	Hydro Pump	TM	Fling	HM	Waterfall		
TM	Iron Tail	TM	Sleep Talk	HM	Surf		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	61	27	20	26	20	1714
20	85	46	39	39	39	38579
30	105	56	49	49	49	120668
40	125	66	58	59	58	297404
50	133	76	58	69	58	578048
60	138	82	65	79	65	967680
70	148	92	75	89	75	1362246
80	158	102	85	99	85	1757600
90	168	112	95	109	95	2153740
100	178	122	105	119	105	2550714

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Croco-Fang	Feral-Crest
	Croco-Card	Hydro Jaw
	Swirl Rock	Blue Silk
	Anger Scarf	Water Dust
EVOLUTION	Totodi-Dew	Aqua Gem
	Totodi-Fang	Aqua Globe
	Water Heart	
	Wash Bow	
	Feral-Claw	
	Feral-Fang	

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No.104 Lonely ♂♀



Cubone

5

TYPE: GROUND

ABILITY: Rock Head, LightningRod

FAVORITE GUMMI: Brown Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 29

BASE EXP.: 56

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Northern Desert 1–7F
- ● Zero Isle West B3–B5F
- ● Zero Isle South B6–B8F
- ■ Spring Cave B1–B4F

EVOLUTION
- Cubone
- Lv28
- Marowak (p. 597)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	14	12	14	12	0
10	54	21	17	21	17	1551
20	64	31	22	31	22	34912
30	84	48	39	48	39	109200
40	99	58	49	58	49	269140
50	109	63	54	63	54	523114
60	119	69	60	68	59	875718
70	129	79	70	78	69	1232787
80	139	89	80	88	79	1590569
90	149	99	90	98	89	1949063
100	159	109	100	108	99	2308311

MOVE LIST

LV1	Growl	TM	Rock Slide	TM	Fling	EGG	Screech
LV3	Tail Whip	TM	Return	TM	Sleep Talk	EGG	Rock Slide
LV7	Bone Club	TM	Flamethrower	TM	Rest	EGG	AncientPower
LV11	Headbutt	TM	Facade	TM	Secret Power	EGG	Swords Dance
LV13	Leer	TM	Brick Break	TM	Blizzard	EGG	Double Kick
LV17	Focus Energy	TM	Focus Punch	TM	Protect	EGG	Belly Drum
LV21	Bonemerang	TM	Endure	TM	Substitute	EGG	Perish Song
LV23	Rage	TM	Earthquake	TM	False Swipe	EGG	Skull Bash
LV27	False Swipe	TM	Natural Gift	TM	Hidden Power		
LV31	Thrash	TM	Vacuum-Cut	TM	Attract		
LV33	Fling	TM	Wide Slash	TM	Frustration		
LV37	Bone Rush	TM	Stealth Rock	TM	Captivate		
LV41	Endeavor	TM	Fire Blast	TM	Ice Beam		
LV43	Double-Edge	TM	Aerial Ace	HM	Rock Smash		
TM	Iron Tail	TM	Swords Dance	HM	Strength		
TM	Dig	TM	Toxic	HM	Rock Climb		
TM	Swagger	TM	Thief	EGG	Iron Head		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cubone Scarf	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Marowak Torc		
TYPE	Brown Silk		
	Ground Dust		



HERO

PARTNER

No.155 Fire Mouse ♂♀

FOOTPRINT



Cyndaquil

5

TYPE: FIRE

ABILITY: Blaze

FAVORITE GUMMI: Red Gummi

TERRAIN: Lava

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 17

BASE EXP.: 8

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Dark Crater B1–B10F
- ♥ Giant Volcano 1–10F
- ● Destiny Tower 1–3F

EVOLUTION
- Cyndaquil
- Lv14
- Quilava (p. 624)
- Lv36
- Typhlosion (p. 662)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	2	4	2	0
10	46	22	20	22	20	1806
20	74	39	38	39	39	40669
30	101	51	49	50	49	127205
40	121	61	59	60	58	313515
50	137	71	68	70	59	609364
60	152	81	69	80	69	1020103
70	162	91	79	90	79	1436044
80	172	101	89	100	89	1852816
90	182	111	99	110	99	2270416
100	192	121	109	120	109	2688896

MOVE LIST

LV1	Tackle	TM	Return	TM	Frustration		
LV1	Leer	TM	Flamethrower	TM	Captivate		
LV4	SmokeScreen	TM	Facade	HM	Cut		
LV10	Ember	TM	Endure	EGG	Thrash		
LV13	Quick Attack	TM	Natural Gift	EGG	Reversal		
LV19	Flame Wheel	TM	Vacuum-Cut	EGG	Double-Edge		
LV22	Defense Curl	TM	Wide Slash	EGG	Quick Attack		
LV28	Swift	TM	Fire Blast	EGG	Howl		
LV31	Lava Plume	TM	Aerial Ace	EGG	Double Kick		
LV37	Flamethrower	TM	Toxic	EGG	Flare Blitz		
LV40	Rollout	TM	Sleep Talk	EGG	Crush Claw		
LV46	Double-Edge	TM	Rest	EGG	Covet		
LV49	Eruption	TM	Secret Power	EGG	Fury Swipes		
TM	Dig	TM	Protect	EGG	Foresight		
TM	Swagger	TM	Substitute				
TM	Overheat	TM	Hidden Power				
TM	Will-O-Wisp	TM	Attract				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cynda-Hair		Typhlo-Seal
	Cynda-Claw		Blast Bangle
	Blazing Rock	TYPE	Red Silk
	Storm Sash		Fire Dust
EVOLUTION	Quila-Hair		Fiery Gem
	Quila-Card		Fiery Globe
	Quila-Crest		
	Volcano Torc		
	Typhlo-Gasp		
	Typhlo-Fang		



No.491 Pitch-Black Unknown



Darkrai

0

TYPE: DARK

ABILITY: Bad Dreams

FAVORITE GUMMI: Black Gummi

TERRAIN: Pass-through

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 100%

DAMAGE DEALT BY SIZEBUST ORB: 54

BASE EXP.: 144

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mystifying Forest 13F
- ♥ Lower Crevice Cave B2F
- ♥ Miracle Sea B3F
- ♥ Mt. Travail 17F
- ♥ Spacial Rift B14F
- ● Dark Crater Pit (Deep B15F)
- * Does not appear once recruited

EVOLUTION
- Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	10	11	25	10	0
10	60	19	20	34	19	1930
20	80	29	30	45	29	43442
30	93	45	40	65	39	135880
40	103	56	50	80	49	334896
50	113	66	61	90	59	650921
60	125	76	81	100	77	1089672
70	145	92	101	111	97	1533979
80	165	102	111	131	108	1979173
90	179	112	121	151	118	2425253
100	189	122	131	170	128	2872272

MOVE LIST

LV1	Disable	TM	Return	TM	Vacuum-Cut	TM	Blizzard
LV1	Ominous Wind	TM	Thunder	TM	Wide Slash	TM	Flash
LV11	Quick Attack	TM	Facade	TM	Charge Beam	TM	Sludge Bomb
LV20	Hypnosis	TM	Brick Break	TM	Taunt	TM	Protect
LV29	Faint Attack	TM	Focus Blast	TM	Aerial Ace	TM	Substitute
LV38	Nightmare	TM	Focus Punch	TM	Swords Dance	TM	Calm Mind
LV47	Double Team	TM	Giga Impact	TM	Shock Wave	TM	Hidden Power
LV57	Haze	TM	Endure	TM	Thunder Wave	TM	Frustration
LV66	Dark Void	TM	Psychic	TM	Poison Jab	TM	Dream Eater
LV75	Nasty Plot	TM	Embargo	TM	Toxic	TM	Ice Beam
LV84	Dream Eater	TM	Psych Up	TM	Drain Punch	HM	Cut
LV93	Dark Pulse	TM	X-Scissor	TM	Thief	HM	Rock Smash
TM	Dark Pulse	TM	Natural Gift	TM	Fling	HM	Strength
TM	Torment	TM	Payback	TM	Sleep Talk	HM	Rock Climb
TM	Swagger	TM	Shadow Claw	TM	Rest		
TM	Rock Slide	TM	Shadow Ball	TM	Hyper Beam		
TM	Will-O-Wisp	TM	Thunderbolt	TM	Secret Power		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Eclipse Robe	TYPE	Dark Gem
			Dusk Globe
EVOLUTION			
TYPE	Black Silk		
	Dark Dust		

See p.681 for its stats when it appears as a dungeon boss

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No.301 Prim ♂♀



Delcatty

FOOTPRINT



TYPE NORMAL

ABILITY Cute Charm / Normalize

FAVORITE GUMMI White Gummi

LOCATION
- Concealed Ruins B8–B15F
- World Abyss B8–B15F

EVOLUTION



Skitty (p. 642) → Moon Stone → Delcatty



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	91

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sing	TM	Thunderbolt	TM	Water Pulse			
LV1	DoubleSlap	TM	Vacuum-Cut	TM	Calm Mind			
LV1	Fake Out	TM	Safeguard	TM	Hidden Power			
LV1	Attract	TM	Wide Slash	TM	Attract			
TM	Iron Tail	TM	SolarBeam	TM	Frustration			
TM	Dig	TM	Charge Beam	TM	Captivate			
TM	Swagger	TM	Shock Wave	TM	Dream Eater			
TM	Return	TM	Thunder Wave	TM	Ice Beam			
TM	Thunder	TM	Toxic	HM	Rock Smash			
TM	Facade	TM	Sleep Talk	HM	Strength			
TM	Giga Impact	TM	Rest					
TM	Grass Knot	TM	Hyper Beam					
TM	Endure	TM	Secret Power					
TM	Psych Up	TM	Blizzard					
TM	Natural Gift	TM	Flash					
TM	Payback	TM	Protect					
TM	Shadow Ball	TM	Substitute					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	4	3	4	3	0
10	54	22	21	22	21	1775
20	74	39	36	37	37	39959
30	102	51	49	49	50	124987
40	126	61	59	59	60	308049
50	136	71	64	69	65	598739
60	146	81	70	79	71	1002317
70	156	91	80	89	81	1411005
80	166	101	90	99	91	1820510
90	176	111	100	109	101	2230829
100	186	121	110	119	111	2642012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Delcat-Hair	TYPE	White Gem
	Delcat-Fang		Joy Globe
EVOLUTION	Prim Pebble		
	Guard Collar		
	Skitty Fang		
	Skitty Card		
	Smile Pebble		
	Heal Pendant		
TYPE	White Silk		
	Normal Dust		



No.225 Delivery ♂♀



Delibird

TYPE ICE / FLYING

ABILITY Vital Spirit / Hustle

FAVORITE GUMMI Clear Gummi / Sky Gummi

LOCATION
- Blizzard Island 1–20F
- Crevice Cave B1F–Lower B4F
- Mt. Avalanche 1–19F
- Zero Isle North B35–B40F
- Zero Isle East B35–B39F
- Zero Isle West B35–B39F

EVOLUTION



Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Present	TM	Secret Power	EGG	Ice Shard			
TM	Swagger	TM	Blizzard	EGG	Quick Attack			
TM	Return	TM	Protect	EGG	Splash			
TM	Facade	TM	Substitute	EGG	Future Sight			
TM	Brick Break	TM	Water Pulse	EGG	Ice Punch			
TM	Focus Punch	TM	Hidden Power					
TM	Endure	TM	Attract					
TM	Natural Gift	TM	Frustration					
TM	Vacuum-Cut	TM	Captivate					
TM	Wide Slash	TM	Avalanche					
TM	Pluck	TM	Recycle					
TM	Aerial Ace	TM	Ice Beam					
TM	Toxic	HM	Defog					
TM	Thief	HM	Fly					
TM	Fling	EGG	Ice Ball					
TM	Sleep Talk	EGG	Aurora Beam					
TM	Rest	EGG	Rapid Spin					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	12	12	12	8	0
10	67	21	26	21	22	1646
20	96	31	36	31	32	37056
30	116	41	41	41	36	115906
40	134	48	44	45	39	285668
50	143	53	48	48	42	555239
60	148	59	52	52	46	929496
70	158	69	62	62	56	1308492
80	168	79	72	72	66	1688245
90	178	89	82	82	76	2068754
100	188	99	92	92	86	2450064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Snow Brooch	TYPE	Icy Gem
			Icy Globe
			Sky Silk
			Sky Dust
EVOLUTION			Sky Gem
			Sky Globe
TYPE	Clear Silk		
	Icy Dust		



No.386 DNA Unknown



Deoxys (Attack Forme)

TYPE PSYCHIC

ABILITY Pressure

FAVORITE GUMMI Gold Gummi

LOCATION
- Temporal Spire 7F

EVOLUTION



Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	51
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Leer	TM	Brick Break	TM	Thunder Wave	TM	Recycle
LV1	Wrap	TM	Focus Blast	TM	Poison Jab	TM	Reflect
LV9	Night Shade	TM	Focus Punch	TM	Toxic	TM	Ice Beam
LV17	Teleport	TM	Giga Impact	TM	Trick Room		
LV25	Taunt	TM	Grass Knot	TM	Drain Punch		
LV33	Pursuit	TM	Endure	TM	Fling		
LV41	Psychic	TM	Psychic	TM	Sleep Talk		
LV49	Superpower	TM	Psych Up	TM	Rest		
LV57	Psycho Shift	TM	Natural Gift	TM	Hyper Beam		
LV65	Zen Headbutt	TM	Shadow Ball	TM	Light Screen		
LV73	Cosmic Power	TM	Thunderbolt	TM	Secret Power		
LV81	Zap Cannon	TM	Vacuum-Cut	TM	Flash		
LV89	Psycho Boost	TM	Safeguard	TM	Protect		
LV97	Hyper Beam	TM	Wide Slash	TM	Substitute		
TM	Torment	TM	Skill Swap	TM	Water Pulse		
TM	Swagger	TM	Stealth Rock	TM	Calm Mind		
TM	Rock Slide	TM	SolarBeam	TM	Hidden Power		
TM	Energy Ball	TM	Charge Beam	TM	Frustration		
TM	Return	TM	Taunt	TM	Avalanche		
TM	Thunder	TM	Aerial Ace	TM	Dream Eater		
TM	Facade	TM	Shock Wave	TM	Flash Cannon		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	25	10	22	10	0
10	63	34	19	31	19	2298
20	77	44	29	41	29	45113
30	88	54	39	51	39	140011
40	108	64	49	61	49	343909
50	123	75	59	72	59	667474
60	133	95	69	92	70	1116554
70	149	115	79	112	80	1571316
80	169	135	89	132	90	2026985
90	189	145	99	142	100	2483560
100	199	155	109	152	110	2941096

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Revive Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

Its current Forme determines what moves it learns by leveling up; however, once a move is learned, it can be used in any Forme

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No.386 DNA Unknown



Deoxys (Defense Forme)

TYPE: PSYCHIC

ABILITY: Pressure

FAVORITE GUMMI: Gold Gummi

LOCATION: ● Temporal Spire 6F

EVOLUTION: Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	63
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	TM	Thunder	TM	Aerial Ace	TM	Dream Eater
LV1	Wrap	TM	Facade	TM	Shock Wave	TM	Flash Cannon
LV9	Night Shade	TM	Brick Break	TM	Thunder Wave	TM	Recycle
LV17	Teleport	TM	Focus Blast	TM	Poison Jab	TM	Reflect
LV25	Knock Off	TM	Focus Punch	TM	Toxic	TM	Ice Beam
LV33	Spikes	TM	Giga Impact	TM	Trick Room		
LV41	Psychic	TM	Grass Knot	TM	Drain Punch		
LV49	Snatch	TM	Endure	TM	Fling		
LV57	Psycho Shift	TM	Psychic	TM	Sleep Talk		
LV65	Zen Headbutt	TM	Psych Up	TM	Rest		
LV73	Iron Defense	TM	Natural Gift	TM	Hyper Beam		
LV73	Amnesia	TM	Shadow Ball	TM	Light Screen		
LV81	Recover	TM	Thunderbolt	TM	Secret Power		
LV89	Psycho Boost	TM	Vacuum-Cut	TM	Flash		
LV97	Counter	TM	Safeguard	TM	Protect		
LV97	Mirror Coat	TM	Wide Slash	TM	Substitute		
TM	Torment	TM	Skill Swap	TM	Water Pulse		
TM	Swagger	TM	Stealth Rock	TM	Calm Mind		
TM	Rock Slide	TM	SolarBeam	TM	Hidden Power		
TM	Energy Ball	TM	Charge Beam	TM	Frustration		
TM	Return	TM	Taunt	TM	Avalanche		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	21	25	22	21	0
10	63	30	34	31	30	2298
20	77	40	44	41	40	45113
30	88	50	54	51	50	140011
40	108	60	64	61	60	343909
50	123	71	74	72	70	667474
60	133	91	84	92	81	1116554
70	149	111	94	112	91	1571316
80	169	131	104	132	101	2026985
90	189	141	114	142	111	2483560
100	199	151	124	152	121	2941096

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Revive Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

Its current Forme determines what moves it learns by leveling up; however, once a move is learned, it can be used in any Forme



No.386 DNA Unknown



Deoxys (Normal Forme)

TYPE: PSYCHIC

ABILITY: Pressure

FAVORITE GUMMI: Gold Gummi

LOCATION: ♥ Shimmer Hill 17F
* Does not appear once recruited

EVOLUTION: Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	54
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	TM	Brick Break	TM	Thunder Wave	TM	Recycle
LV1	Wrap	TM	Focus Blast	TM	Poison Jab	TM	Reflect
LV9	Night Shade	TM	Focus Punch	TM	Toxic	TM	Ice Beam
LV17	Teleport	TM	Giga Impact	TM	Trick Room	HM	Cut
LV25	Knock Off	TM	Grass Knot	TM	Drain Punch	HM	Rock Smash
LV33	Pursuit	TM	Endure	TM	Fling	HM	Strength
LV41	Psychic	TM	Psychic	TM	Sleep Talk		
LV49	Snatch	TM	Psych Up	TM	Rest		
LV57	Psycho Shift	TM	Natural Gift	TM	Hyper Beam		
LV65	Zen Headbutt	TM	Shadow Ball	TM	Light Screen		
LV73	Cosmic Power	TM	Thunderbolt	TM	Secret Power		
LV81	Recover	TM	Vacuum-Cut	TM	Flash		
LV89	Psycho Boost	TM	Safeguard	TM	Protect		
LV97	Hyper Beam	TM	Wide Slash	TM	Substitute		
TM	Torment	TM	Skill Swap	TM	Water Pulse		
TM	Swagger	TM	Stealth Rock	TM	Calm Mind		
TM	Rock Slide	TM	SolarBeam	TM	Hidden Power		
TM	Energy Ball	TM	Charge Beam	TM	Frustration		
TM	Return	TM	Taunt	TM	Avalanche		
TM	Thunder	TM	Aerial Ace	TM	Dream Eater		
TM	Facade	TM	Shock Wave	TM	Flash Cannon		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	25	18	22	18	0
10	63	34	27	31	27	2298
20	77	44	37	41	37	45113
30	88	54	47	51	47	140011
40	108	64	57	61	57	343909
50	123	75	67	72	67	667474
60	133	95	77	92	78	1116554
70	149	115	87	112	88	1571316
80	169	135	97	132	98	2026985
90	189	145	107	142	108	2483560
100	199	155	117	152	118	2941096

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Revive Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

Its current Forme determines what moves it learns by leveling up; however, once a move is learned, it can be used in any Forme



No.386 DNA Unknown



Deoxys (Speed Forme)

TYPE: PSYCHIC

ABILITY: Pressure

FAVORITE GUMMI: Gold Gummi

LOCATION: ● Temporal Spire 5F

EVOLUTION: Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	TM	Brick Break	TM	Thunder Wave	TM	Recycle
LV1	Wrap	TM	Focus Blast	TM	Poison Jab	TM	Reflect
LV9	Night Shade	TM	Focus Punch	TM	Toxic	TM	Ice Beam
LV17	Double Team	TM	Giga Impact	TM	Trick Room		
LV25	Knock Off	TM	Grass Knot	TM	Drain Punch		
LV33	Pursuit	TM	Endure	TM	Fling		
LV41	Psychic	TM	Psychic	TM	Sleep Talk		
LV49	Swift	TM	Psych Up	TM	Rest		
LV57	Psycho Shift	TM	Natural Gift	TM	Hyper Beam		
LV65	Zen Headbutt	TM	Shadow Ball	TM	Light Screen		
LV73	Agility	TM	Thunderbolt	TM	Secret Power		
LV81	Recover	TM	Vacuum-Cut	TM	Flash		
LV89	Psycho Boost	TM	Safeguard	TM	Protect		
LV97	ExtremeSpeed	TM	Wide Slash	TM	Substitute		
TM	Torment	TM	Skill Swap	TM	Water Pulse		
TM	Swagger	TM	Stealth Rock	TM	Calm Mind		
TM	Rock Slide	TM	SolarBeam	TM	Hidden Power		
TM	Energy Ball	TM	Charge Beam	TM	Frustration		
TM	Return	TM	Taunt	TM	Avalanche		
TM	Thunder	TM	Aerial Ace	TM	Dream Eater		
TM	Facade	TM	Shock Wave	TM	Flash Cannon		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	25	18	22	18	0
10	63	34	27	31	27	2298
20	77	44	37	41	37	45113
30	88	54	47	51	47	140011
40	108	64	57	61	57	343909
50	123	75	67	72	67	667474
60	133	95	77	92	78	1116554
70	149	115	87	112	88	1571316
80	169	135	97	132	98	2026985
90	189	145	107	142	108	2483560
100	199	155	117	152	118	2941096

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Revive Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

Its current Forme determines what moves it learns by leveling up; however, once a move is learned, it can be used in any Forme

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No.87 Sea Lion ♂♀



Dewgong



TYPE: WATER / ICE

ABILITY: Thick Fat / Hydration

FAVORITE GUMMI: Blue Gummi / Clear Gummi

LOCATION
- ♥ Brine Cave B6F–Lower B1F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B1–B3F
- ● Zero Isle West B16–B20F

EVOLUTION



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Icy Wind	LV43	Aqua Tail	TM	Sleep Talk		
LV1	Signal Beam	LV47	Ice Beam	TM	Rest		
LV1	Headbutt	LV51	Safeguard	TM	Hyper Beam		
LV1	Growl	TM	Swagger	TM	Secret Power		
LV3	Growl	TM	Return	TM	Blizzard		
LV7	Signal Beam	TM	Facade	TM	Protect		
LV11	Icy Wind	TM	Giga Impact	TM	Substitute		
LV13	Encore	TM	Endure	TM	Water Pulse		
LV17	Ice Shard	TM	Brine	TM	Hidden Power		
LV21	Rest	TM	Natural Gift	TM	Attract		
LV23	Aqua Ring	TM	Vacuum-Cut	TM	Frustration		
LV27	Aurora Beam	TM	Safeguard	TM	Captivate		
LV31	Aqua Jet	TM	Wide Slash	TM	Avalanche		
LV33	Brine	TM	Dive	TM	Ice Beam		
LV34	Sheer Cold	TM	Toxic	HM	Waterfall		
LV37	Take Down	TM	Thief	HM	Surf		
LV41	Dive	TM	Fling				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	9	11	9	11	0
10	48	16	16	16	16	1585
20	68	26	21	26	21	35677
30	88	41	33	41	33	111593
40	108	51	39	51	39	275038
50	122	56	49	56	49	534578
60	128	62	55	61	55	894909
70	138	72	65	71	65	1259803
80	148	82	75	81	75	1625425
90	158	92	85	91	85	1991775
100	168	102	95	101	95	2358896

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	North Torc	Aqua Gem
		Aqua Globe
		Clear Silk
		Icy Dust
EVOLUTION	Gentle Bow	Icy Gem
		Icy Globe
TYPE	Blue Silk	
	Water Dust	

No.483 Temporal Unknown



Dialga



TYPE: STEEL / DRAGON

ABILITY: Pressure

FAVORITE GUMMI: Silver Gummi / Royal Gummi

LOCATION
- ● Temporal Pinnacle (Spire 11F)
- * Does not appear once recruited

EVOLUTION



TERRAIN	Regular
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	51
BASE EXP.	136

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Scary Face	TM	Flamethrower	TM	Aerial Ace	TM	Frustration
LV1	DragonBreath	TM	Thunder	TM	Shock Wave	TM	Flash Cannon
LV10	Metal Claw	TM	Facade	TM	Thunder Wave	TM	Dragon Pulse
LV20	AncientPower	TM	Brick Break	TM	Toxic	TM	Ice Beam
LV30	Dragon Claw	TM	Giga Impact	TM	Dragon Claw	HM	Cut
LV40	Roar of Time	TM	Endure	TM	Trick Room	HM	Rock Smash
LV50	Heal Block	TM	Psych Up	TM	Sleep Talk	HM	Strength
LV60	Earth Power	TM	Earthquake	TM	Rest		
LV70	Slash	TM	Natural Gift	TM	Hyper Beam		
LV72	Draco Meteor	TM	Shadow Claw	TM	Secret Power		
LV80	Flash Cannon	TM	Thunderbolt	TM	Bulk Up		
LV90	Aura Sphere	TM	Vacuum-Cut	TM	Blizzard		
TM	Iron Tail	TM	Safeguard	TM	Flash		
TM	Swagger	TM	Wide Slash	TM	Roar		
TM	Rock Slide	TM	Stealth Rock	TM	Protect		
TM	Overheat	TM	Stone Edge	TM	Substitute		
TM	Return	TM	Fire Blast	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	22	20	25	20	0
10	60	31	29	34	29	3987
20	80	41	39	45	39	51197
30	93	57	49	65	49	153744
40	103	68	59	80	59	372106
50	114	78	70	90	69	717616
60	134	88	90	100	79	1196487
70	154	107	101	111	98	1681395
80	174	127	111	131	109	2167268
90	194	140	121	150	119	2654103
100	213	150	131	160	129	3141958

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Time Shield	Metal Gem
		Steel Globe
		Royal Silk
		Dragon Dust
EVOLUTION		Dragon Gem
		Dragon Globe
TYPE	Iron Silk	
	Steel Dust	

See p.681 for its stats when it appears as a dungeon boss; IQ must be at least ★3–3.5 to know or learn Draco Meteor

No.50 Mole ♂♀



Diglett



TYPE: GROUND

ABILITY: Sand Stream / Arena Trap

FAVORITE GUMMI: Brown Gummi

LOCATION
- ● Mystifying Forest Clearing (14F)
- ♥ Shimmer Desert 1–9F
- ● Zero Isle North B10–B16F
- ● Zero Isle South B7–B11F
- ● Destiny Tower 7–11F
- ■ Eastern Cave B1–B10F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	14
BASE EXP.	26

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Facade	TM	Hidden Power		
LV1	Scratch	TM	Endure	TM	Attract		
LV4	Growl	TM	Earthquake	TM	Frustration		
LV7	Astonish	TM	Natural Gift	TM	Captivate		
LV12	Magnitude	TM	Shadow Claw	HM	Cut		
LV15	Mud-Slap	TM	Vacuum-Cut	HM	Rock Smash		
LV18	Dig	TM	Wide Slash	EGG	Screech		
LV23	Sucker Punch	TM	Stealth Rock	EGG	Rock Slide		
LV26	Earth Power	TM	Aerial Ace	EGG	Pursuit		
LV29	Mud Bomb	TM	Toxic	EGG	Astonish		
LV34	Slash	TM	Thief	EGG	AncientPower		
LV37	Earthquake	TM	Sleep Talk	EGG	Uproar		
LV40	Fissure	TM	Rest	EGG	Faint Attack		
TM	Dig	TM	Secret Power	EGG	Mud Bomb		
TM	Swagger	TM	Sludge Bomb	EGG	Beat Up		
TM	Rock Slide	TM	Protect				
TM	Return	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	7	7	7	8	0
10	27	14	14	13	14	1385
20	57	24	24	23	24	31191
30	79	34	34	33	34	97561
40	92	41	39	41	39	240453
50	102	46	43	44	42	467357
60	107	52	47	48	46	782377
70	117	62	57	58	56	1101386
80	127	72	67	68	66	1421033
90	137	82	77	78	76	1741315
100	147	92	87	88	86	2062272

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Diglett Hat	Earth Gem
		Terra Globe
EVOLUTION	Dugtrio Bow	
TYPE	Brown Silk	
	Ground Dust	

See p.681 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally

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No.132 Transform Unknown

5

Ditto



LOCATION
- ● Chasm Cave B1–B8F
- ♥ Sky Stairway 1–49F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B6–B10F
- ● Zero Isle West B21–B25F
- ● Zero Isle South B56–B64F
- ● Destiny Tower 56–64F
- ■ Temporal Tower 1F–Spire 10F
- ■ Dusk Forest 1–7F

etc.

EVOLUTION

Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Limber	White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	63

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Transform						
TM	Vacuum-Cut						
TM	Wide Slash						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	10	4	10	4	0
10	50	17	9	17	9	1362
20	70	19	14	21	14	30660
30	79	31	19	31	15	95899
40	99	40	25	41	22	236357
50	104	45	30	46	27	459395
60	109	51	36	51	32	769049
70	119	61	46	61	42	1082625
80	129	71	56	71	52	1396826
90	139	81	66	81	62	1711653
100	149	91	76	91	72	2027142

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ditto Torc	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.85 Triple Bird ♂♀

1

Dodrio



LOCATION
- ♥ Far Amp Plains 2–9F
- ■ Southern Jungle 1–6F

EVOLUTION

Doduo → Dodrio Lv31

TYPE	ABILITY	FAVORITE GUMMI
NORMAL FLYING	Run Away Early Bird	White Gummi Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	89

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	Rage	TM	Return	TM	Roost
LV1	Peck	TM	Facade	TM	Secret Power
LV1	Quick Attack	TM	Giga Impact	TM	Protect
LV1	Growl	TM	Endure	TM	Substitute
LV4	Pluck	TM	Natural Gift	TM	Hidden Power
LV5	Quick Attack	TM	Payback	TM	Attract
LV10	Rage	TM	Vacuum-Cut	TM	Frustration
LV14	Fury Attack	TM	Wide Slash	TM	Captivate
LV19	Pursuit	TM	Taunt	HM	Fly
LV23	Uproar	TM	Pluck		
LV28	Acupressure	TM	Aerial Ace		
LV34	Tri Attack	TM	Toxic		
LV41	Agility	TM	Thief		
LV47	Drill Peck	TM	Sleep Talk		
LV54	Endeavor	TM	Rest		
TM	Torment	TM	Hyper Beam		
TM	Swagger	TM	Steel Wing		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	15	3	2	4	0
10	36	20	10	8	8	1538
20	51	27	15	25	15	34629
30	77	47	23	45	32	108315
40	97	59	29	58	40	266960
50	110	64	34	63	45	518876
60	120	70	40	68	50	868623
70	130	80	50	78	60	1222800
80	140	90	60	88	70	1577683
90	150	100	70	98	80	1933272
100	160	110	80	108	90	2289610

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Fight Torc	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Buddy Torc		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		



No.84 Twin Bird ♂♀

4

FOOTPRINT

Doduo



LOCATION
- ♥ Mt. Bristle 1–9F
- ● Zero Isle South B35–B39F
- ● Destiny Tower 35–39F
- ● Normal/Fly Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Murky Forest 2–4F

EVOLUTION

Doduo → Dodrio Lv31

TYPE	ABILITY	FAVORITE GUMMI
NORMAL FLYING	Run Away Early Bird	White Gummi Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	24

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Vacuum-Cut	HM	Fly
LV1	Growl	TM	Wide Slash	EGG	Mirror Move
LV5	Quick Attack	TM	Pluck	EGG	Endeavor
LV10	Rage	TM	Aerial Ace	EGG	Haze
LV14	Fury Attack	TM	Toxic	EGG	Flail
LV19	Pursuit	TM	Thief	EGG	Faint Attack
LV23	Uproar	TM	Sleep Talk	EGG	Supersonic
LV28	Acupressure	TM	Rest	EGG	Quick Attack
LV32	Double Hit	TM	Steel Wing	EGG	Brave Bird
LV37	Agility	TM	Roost		
LV41	Drill Peck	TM	Secret Power		
LV46	Endeavor	TM	Protect		
TM	Swagger	TM	Substitute		
TM	Return	TM	Hidden Power		
TM	Facade	TM	Attract		
TM	Endure	TM	Frustration		
TM	Natural Gift	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	17	6	10	7	0
10	36	22	13	16	11	1538
20	51	29	18	33	18	34629
30	77	49	26	53	35	108315
40	97	61	32	66	43	266960
50	110	66	37	71	48	518876
60	120	72	43	76	53	868623
70	130	82	53	86	63	1222800
80	140	92	63	96	73	1577683
90	150	102	73	106	83	1933272
100	160	112	83	116	93	2289610

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Buddy Torc	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Fight Torc		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

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No.232 Armor ♂♀



Donphan



FOOTPRINT



1

LOCATION
- ♥ Crystal Cave B6–B11F

EVOLUTION
Phanpy (p. 615) → Donphan (Lv25)

TYPE	ABILITY	FAVORITE GUMMI
GROUND	Sturdy	Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	9

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Flail	TM	Swagger	TM	Hyper Beam		
LV1	Horn Attack	TM	Rock Slide	TM	Secret Power		
LV1	Growl	TM	Return	TM	Roar		
LV1	Defense Curl	TM	Facade	TM	Protect		
LV3	Thunder Fang	TM	Giga Impact	TM	Substitute		
LV3	Fire Fang	TM	Endure	TM	Hidden Power		
LV6	Rapid Spin	TM	Earthquake	TM	Attract		
LV10	Knock Off	TM	Natural Gift	TM	Frustration		
LV15	Rollout	TM	Gyro Ball	TM	Captivate		
LV19	Magnitude	TM	Vacuum-Cut	TM	Rock Polish		
LV24	Slam	TM	Wide Slash	HM	Rock Smash		
LV25	Fury Attack	TM	Stealth Rock	HM	Strength		
LV31	Assurance	TM	Stone Edge				
LV39	Scary Face	TM	Poison Jab				
LV46	Earthquake	TM	Toxic				
LV54	Giga Impact	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	2	2	3	3	0
10	49	20	26	21	27	1612
20	78	33	39	34	40	36293
30	97	43	49	44	50	113519
40	107	53	59	54	60	279785
50	117	63	69	63	69	543805
60	127	72	78	64	70	910355
70	137	73	79	74	80	1281547
80	147	83	89	84	90	1653480
90	157	93	99	94	100	2026152
100	167	103	109	104	110	2399610

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Donphan Fang	TYPE	Earth Gem
EXCLUSIVE	Donphan Card	TYPE	Terra Globe
EXCLUSIVE	Don-Crest		
EXCLUSIVE	Armor Scarf		
EVOLUTION	Phanpy Claw		
EVOLUTION	Phanpy Card		
EVOLUTION	Phanpy Tag		
TYPE	Value Ruff		
TYPE	Brown Silk		
TYPE	Ground Dust		

No.148 Dragon ♂♀



Dragonair



0

LOCATION
- ♥ Brine Cave B8F–Lower B5F
- ● Treacherous Waters B1–B15F
- ■ Limestone Cavern B5F–Deep B4F

EVOLUTION
Dratini (p. 545) → Dragonair (Lv30) → Dragonite (Lv55)

TYPE	ABILITY	FAVORITE GUMMI
DRAGON	Shed Skin	Royal Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	53
BASE EXP.	78

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Twister	TM	Swagger	TM	Hyper Beam		
LV1	Thunder Wave	TM	Return	TM	Secret Power		
LV1	Leer	TM	Flamethrower	TM	Blizzard		
LV1	Wrap	TM	Thunder	TM	Protect		
LV5	Thunder Wave	TM	Facade	TM	Substitute		
LV11	Twister	TM	Endure	TM	Water Pulse		
LV15	Dragon Rage	TM	Natural Gift	TM	Hidden Power		
LV21	Slam	TM	Thunderbolt	TM	Attract		
LV25	Agility	TM	Vacuum-Cut	TM	Frustration		
LV33	Aqua Tail	TM	Safeguard	TM	Captivate		
LV39	Dragon Rush	TM	Wide Slash	TM	Dragon Pulse		
LV47	Safeguard	TM	Fire Blast	TM	Ice Beam		
LV53	Dragon Dance	TM	Shock Wave	HM	Waterfall		
LV61	Outrage	TM	Thunder Wave	HM	Surf		
LV67	Hyper Beam	TM	Toxic				
LV72	Draco Meteor	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	9	3	9	1	0
10	41	17	13	19	9	1635
20	61	27	23	29	19	36804
30	81	37	33	39	29	115117
40	101	47	43	49	39	283722
50	121	57	53	59	49	551457
60	140	68	62	68	60	923165
70	150	78	72	78	70	1299580
80	160	88	82	88	80	1676746
90	170	98	92	98	90	2054663
100	180	108	102	108	100	2433376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Aloft Mantle	TYPE	Dragon Gem
EXCLUSIVE		TYPE	Dragon Globe
EXCLUSIVE			
EVOLUTION	Dragon Sash		
EVOLUTION	Mirage Cape		
EVOLUTION			
TYPE	Royal Silk		
TYPE	Dragon Dust		

No.149 Dragon ♂♀



Dragonite



X

LOCATION
- ● Hidden Land 1F–Highland 8F
- ● Zero Isle North B41–B49F
- ● Zero Isle West B30–B34F
- ● Zero Isle Center B31–B49F

EVOLUTION
Dratini (p. 545) → Dragonair (Lv30) → Dragonite (Lv55)

TYPE	ABILITY	FAVORITE GUMMI
DRAGON / FLYING	Inner Focus	Royal Gummi, Sky Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	56
BASE EXP.	94

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	ThunderPunch	TM	Swagger	TM	Thunder Wave	HM	Cut
LV1	Twister	TM	Rock Slide	TM	Toxic	HM	Rock Smash
LV1	Thunder Wave	TM	Return	TM	Dragon Claw	HM	Strength
LV1	Leer	TM	Flamethrower	TM	Fling	HM	Defog
LV2	Roost	TM	Thunder	TM	Sleep Talk	HM	Fly
LV2	Wrap	TM	Facade	TM	Rest	HM	Waterfall
LV4	Fire Punch	TM	Brick Break	TM	Hyper Beam	HM	Surf
LV5	Thunder Wave	TM	Focus Blast	TM	Steel Wing		
LV11	Twister	TM	Focus Punch	TM	Roost		
LV15	Dragon Rage	TM	Giga Impact	TM	Secret Power		
LV21	Slam	TM	Endure	TM	Blizzard		
LV25	Agility	TM	Earthquake	TM	Roar		
LV33	Aqua Tail	TM	Natural Gift	TM	Protect		
LV39	Dragon Rush	TM	Thunderbolt	TM	Substitute		
LV47	Safeguard	TM	Vacuum-Cut	TM	Water Pulse		
LV53	Dragon Dance	TM	Safeguard	TM	Hidden Power		
LV55	Wing Attack	TM	Wide Slash	TM	Attract		
LV64	Outrage	TM	Stone Edge	TM	Frustration		
LV72	Draco Meteor	TM	Fire Blast	TM	Captivate		
LV73	Hyper Beam	TM	Aerial Ace	TM	Dragon Pulse		
LV73	Iron Tail	TM	Shock Wave	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	9	10	8	8	0
10	53	17	20	18	16	1635
20	73	27	30	28	26	36804
30	93	37	40	38	36	115117
40	113	47	50	48	46	283722
50	133	57	60	58	56	551457
60	152	68	69	67	67	923165
70	162	78	79	77	77	1299580
80	172	88	89	87	87	1676746
90	182	98	99	97	97	2054663
100	192	108	109	107	107	2433376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mirage Cape	TYPE	Dragon Gem
EXCLUSIVE		TYPE	Dragon Globe
EXCLUSIVE		TYPE	Sky Silk
EXCLUSIVE		TYPE	Sky Dust
EVOLUTION	Dragon Sash	TYPE	Sky Gem
EVOLUTION	Aloft Mantle	TYPE	Sky Globe
EVOLUTION			
TYPE	Royal Silk		
TYPE	Dragon Dust		

10 must be at least ★3–3.5 to know or learn Draco Meteor

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No.452 Ogre Scorp ♂♀



Drapion

♥ 0

TYPE POISON / DARK

ABILITY Battle Armor / Sniper

FAVORITE GUMMI Pink Gummi / Black Gummi

LOCATION
- ♥ Spacial Rift B1–B6F
- ● Zero Isle North B50–B60F
- ● Zero Isle South B55–B60F
- ● Destiny Tower 55–60F
- ■ Limestone Cavern Depths (Deep B6F)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	44
BASE EXP.	122

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bite	TM	Iron Tail	TM	Wide Slash	TM	False Swipe
LV1	Ice Fang	TM	Dark Pulse	TM	Taunt	TM	Hidden Power
LV1	Fire Fang	TM	Dig	TM	Aerial Ace	TM	Attract
LV2	Poison Sting	TM	Torment	TM	Swords Dance	TM	Frustration
LV4	Leer	TM	Swagger	TM	Poison Jab	TM	Captivate
LV5	Pin Missile	TM	Rock Slide	TM	Toxic	HM	Cut
LV6	Leer	TM	Return	TM	Thief	HM	Rock Smash
LV6	Thunder Fang	TM	Facade	TM	Fling	HM	Strength
LV12	Pin Missile	TM	Brick Break	TM	Sleep Talk	HM	Rock Climb
LV17	Acupressure	TM	Giga Impact	TM	Rest		
LV23	Knock Off	TM	Endure	TM	Hyper Beam		
LV28	Scary Face	TM	X-Scissor	TM	Secret Power		
LV34	Toxic Spikes	TM	Earthquake	TM	Flash		
LV39	Poison Fang	TM	Natural Gift	TM	Sludge Bomb		
LV44	Bug Bite	TM	Payback	TM	Roar		
LV49	Crunch	TM	Shadow Ball	TM	Protect		
LV58	Cross Poison	TM	Vacuum-Cut	TM	Substitute		

EVOLUTION

Skorupi (p. 642) → Lv40 → Drapion

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	20	14	15	16	0
10	61	30	26	27	25	1637
20	81	40	33	37	33	36865
30	92	50	43	47	43	115307
40	112	60	53	57	53	284192
50	132	70	63	67	63	552369
60	142	81	72	76	74	924692
70	152	91	82	86	84	1301730
80	162	101	92	96	94	1679521
90	172	111	102	106	104	2058063
100	182	121	112	116	114	2437402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dust Scarf	TYPE	Poison Gem
			Poison Globe
			Black Silk
			Dark Dust
EVOLUTION	Skorupi Bow		Dark Gem
			Dusk Globe
TYPE	Pink Silk		
	Poison Dust		

See p.683 for its stats when it appears as a dungeon boss



No.147 Dragon ♂♀



Dratini

♥ 5

TYPE DRAGON

ABILITY Shed Skin

FAVORITE GUMMI Royal Gummi

LOCATION
- ♥ Craggy Coast B1–B9F
- ♥ Marine Resort 1–18F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	53

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Leer	TM	Flamethrower	TM	Blizzard	EGG	DragonBreath
LV1	Wrap	TM	Thunder	TM	Protect	EGG	Dragon Dance
LV5	Thunder-Wave	TM	Facade	TM	Substitute		
LV11	Twister	TM	Endure	TM	Water Pulse		
LV15	Dragon Rage	TM	Natural Gift	TM	Hidden Power		
LV21	Slam	TM	Thunderbolt	TM	Attract		
LV25	Agility	TM	Vacuum-Cut	TM	Frustration		
LV31	Aqua Tail	TM	Safeguard	TM	Captivate		
LV35	Dragon Rush	TM	Wide Slash	TM	Dragon Pulse		
LV41	Safeguard	TM	Fire Blast	TM	Ice Beam		
LV45	Dragon Dance	TM	Shock Wave	HM	Waterfall		
LV51	Outrage	TM	Thunder Wave	HM	Surf		
LV55	Hyper Beam	TM	Toxic	EGG	Haze		
LV72	Draco Meteor	TM	Sleep Talk	EGG	Mist		
TM	Iron Tail	TM	Rest	EGG	Supersonic		
TM	Swagger	TM	Hyper Beam	EGG	Dragon Rush		
TM	Return	TM	Secret Power	EGG	Light Screen		

EVOLUTION

Dratini → Lv30 → Dragonair → Lv55 → Dragonite

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	10	3	10	3	0
10	33	18	13	20	11	1635
20	53	28	23	30	21	36804
30	73	38	33	40	31	115117
40	93	48	43	50	41	283722
50	113	58	53	60	51	551457
60	132	69	62	69	62	923165
70	142	79	72	79	72	1299580
80	152	89	82	89	82	1676746
90	162	99	92	99	92	2054663
100	172	109	102	109	102	2433376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dragon Sash	TYPE	Dragon Gem
			Dragon Globe
EVOLUTION	Aloft Mantle		
	Mirage Cape		
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.426 Blimp ♂♀



Drifblim

♥ 2

TYPE GHOST / FLYING

ABILITY Aftermath / Unburden

FAVORITE GUMMI Purple Gummi / Sky Gummi

LOCATION
- ● Chasm Cave B5–B8F
- ♥ Mt. Mistral 1–19F
- ● Inferno Cave B15–B29F
- ● Zero Isle North B21–B25F
- ● Zero Isle South B35–B40F
- ● Destiny Tower 35–40F
- ■ Icicle Forest 3–10F

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	111

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	TM	Return	TM	Explosion	TM	Captivate
LV1	Gust	TM	Thunder	TM	Charge Beam	TM	Dream Eater
LV1	Constrict	TM	Facade	TM	Shock Wave	TM	Recycle
LV1	Minimize	TM	Giga Impact	TM	Thunder Wave	HM	Cut
LV6	Astonish	TM	Silver Wind	TM	Toxic	HM	Defog
LV11	Gust	TM	Endure	TM	Thief	HM	Fly
LV14	Focus Energy	TM	Psychic	TM	Sleep Talk		
LV17	Payback	TM	Embargo	TM	Rest		
LV22	Stockpile	TM	Psych Up	TM	Hyper Beam		
LV27	Swallow	TM	Natural Gift	TM	Secret Power		
LV27	Spit Up	TM	Payback	TM	Flash		
LV32	Ominous Wind	TM	Gyro Ball	TM	Protect		
LV37	Baton Pass	TM	Shadow Ball	TM	Substitute		
LV44	Shadow Ball	TM	Thunderbolt	TM	Calm Mind		
LV51	Explosion	TM	Vacuum-Cut	TM	Hidden Power		
TM	Swagger	TM	Wide Slash	TM	Attract		
TM	Will-O-Wisp	TM	Skill Swap	TM	Frustration		

EVOLUTION

Drifloon (p. 546) → Lv28 → Drifblim

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	16	9	16	9	0
10	48	26	16	23	16	1668
20	68	33	19	33	21	37550
30	88	41	27	41	27	117451
40	108	51	37	51	36	289477
50	128	61	47	61	37	562641
60	138	71	57	71	47	941888
70	148	81	67	81	57	1325937
80	158	91	77	91	67	1710752
90	168	101	87	101	77	2096334
100	178	111	97	111	87	2482727

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Drifbli-Gasp	TYPE	Shadow Gem
	Drifbli-Card		Nether Globe
	Easy Charm		Sky Silk
	Breeze Scarf		Sky Dust
EVOLUTION	Drifloo-Gasp		Sky Gem
	Drifloo-Card		Sky Globe
	Wind Heart		
	Draft Ring		
TYPE	Purple Silk		
	Shady Dust		

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No.425 Balloon ♂♀



Drifloon

♥ 2

TYPE GHOST / FLYING

ABILITY Aftermath / Unburden

FAVORITE GUMMI Purple Gummi / Sky Gummi

LOCATION
- ● Chasm Cave B1–B4F
- ♥ Sky Stairway 31–49F
- ● Inferno Cave B1–B14F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B13–B30F
- ● Zero Isle South B21–B25F
- ● Destiny Tower 21–25F
- ■ Dusk Forest 6–7F

EVOLUTION
Drifloon → Lv28 → Drifblim (p. 545)

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	63

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Constrict	TM	Facade	TM	Thunder Wave	HM	Defog
LV1	Minimize	TM	Silver Wind	TM	Toxic	EGG	Memento
LV6	Astonish	TM	Endure	TM	Thief	EGG	Disable
LV11	Gust	TM	Psychic	TM	Sleep Talk	EGG	Haze
LV14	Focus Energy	TM	Embargo	TM	Rest	EGG	Hypnosis
LV17	Payback	TM	Psych Up	TM	Secret Power	EGG	Body Slam
LV22	Stockpile	TM	Natural Gift	TM	Flash	EGG	Destiny Bond
LV27	Swallow	TM	Payback	TM	Protect		
LV27	Spit Up	TM	Gyro Ball	TM	Substitute		
LV30	Ominous Wind	TM	Shadow Ball	TM	Calm Mind		
LV33	Baton Pass	TM	Thunderbolt	TM	Hidden Power		
LV38	Shadow Ball	TM	Vacuum-Cut	TM	Attract		
LV43	Explosion	TM	Wide Slash	TM	Frustration		
TM	Swagger	TM	Skill Swap	TM	Captivate		
TM	Will-O-Wisp	TM	Explosion	TM	Dream Eater		
TM	Return	TM	Charge Beam	TM	Recycle		
TM	Thunder	TM	Shock Wave	HM	Cut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	15	10	15	10	0
10	52	25	17	22	17	1668
20	72	32	20	32	22	37550
30	92	40	28	40	28	117451
40	112	50	38	50	37	289477
50	132	60	48	60	38	562641
60	142	70	58	70	48	941888
70	152	80	68	80	58	1325937
80	162	90	78	90	68	1710752
90	172	100	88	100	78	2096334
100	182	110	98	110	88	2482727

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Drifloo-Gasp	TYPE	Shadow Gem
	Drifloo-Card		Nether Globe
	Wind Heart		Sky Silk
	Draft Ring		Sky Dust
EVOLUTION	Drifbli-Gasp		Sky Gem
	Drifbli-Card		Sky Globe
	Easy Charm		
	Breeze Scarf		
TYPE	Purple Silk		
	Shady Dust		



No.96 Hypnosis ♂♀



Drowzee

♥ 4

TYPE PSYCHIC

ABILITY Insomnia / Forewarn

FAVORITE GUMMI Gold Gummi

LOCATION
- ● Mt. Bristle Peak (10F)
- ♥ Spacial Rift B15F–Deep B4F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B21–B25F
- ■ Temporal Tower 1–10F

EVOLUTION
Drowzee → Lv26 → Hypno (p. 574)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	33

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Hypnosis	TM	Return	TM	Trick Room	TM	Recycle
LV1	Pound	TM	Facade	TM	Drain Punch	TM	Reflect
LV7	Disable	TM	Brick Break	TM	Thief	EGG	Flatter
LV9	Confusion	TM	Focus Punch	TM	Fling	EGG	ThunderPunch
LV15	Headbutt	TM	Grass Knot	TM	Sleep Talk	EGG	Psycho Cut
LV18	Poison Gas	TM	Endure	TM	Rest	EGG	Role Play
LV21	Meditate	TM	Psychic	TM	Light Screen	EGG	Assist
LV26	Psybeam	TM	Psych Up	TM	Secret Power	EGG	Barrier
LV29	Psych Up	TM	Natural Gift	TM	Flash	EGG	Fire Punch
LV32	Headbutt	TM	Shadow Ball	TM	Protect	EGG	Ice Punch
LV37	Swagger	TM	Vacuum-Cut	TM	Substitute	EGG	Nasty Plot
LV40	Psychic	TM	Safeguard	TM	Calm Mind		
LV43	Nasty Plot	TM	Wide Slash	TM	Hidden Power		
LV50	Zen Headbutt	TM	Skill Swap	TM	Attract		
LV53	Future Sight	TM	Taunt	TM	Frustration		
TM	Torment	TM	Thunder Wave	TM	Captivate		
TM	Swagger	TM	Toxic	TM	Dream Eater		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	38	9	4	9	4	0
10	56	24	18	24	18	1565
20	82	33	28	33	28	35228
30	101	43	38	43	38	110186
40	111	53	48	53	48	271571
50	121	58	52	56	51	527838
60	127	64	56	60	55	883626
70	137	74	66	70	65	1243919
80	147	84	76	80	75	1604932
90	157	94	86	90	85	1966663
100	167	104	96	100	95	2329155

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Drowzee Tie	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Dream Coin		
TYPE	Gold Silk		
	Psyche Dust		

See p.681 for its stats when it appears as a dungeon boss



No.51 Mole ♂♀



Dugtrio

♥ 0

TYPE GROUND

ABILITY Sand Veil / Arena Trap

FAVORITE GUMMI Brown Gummi

LOCATION
- ● Mystifying Forest Clearing (14F)
- ♥ Shimmer Desert 1–9F
- ● Zero Isle North B50–B74F
- ● Zero Isle West B26–B35F
- ● Zero Isle South B26–B32, B60–B69F
- ● Destiny Tower 29–32, 70–79F
- ■ Deep Limestone Cavern B4–B5F

EVOLUTION
Diglett (p. 542) → Lv26 → Dugtrio

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	32

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Dig	TM	Sleep Talk		
LV1	Tri Attack	TM	Swagger	TM	Rest		
LV1	Growl	TM	Rock Slide	TM	Hyper Beam		
LV1	Scratch	TM	Return	TM	Secret Power		
LV3	Night Slash	TM	Facade	TM	Sludge Bomb		
LV4	Growl	TM	Giga Impact	TM	Protect		
LV7	Astonish	TM	Endure	TM	Substitute		
LV12	Magnitude	TM	Earthquake	TM	Hidden Power		
LV15	Mud-Slap	TM	Natural Gift	TM	Attract		
LV18	Dig	TM	Shadow Claw	TM	Frustration		
LV23	Sucker Punch	TM	Vacuum-Cut	TM	Captivate		
LV26	Sand Tomb	TM	Wide Slash	HM	Cut		
LV28	Earth Power	TM	Stealth Rock	HM	Rock Smash		
LV33	Mud Bomb	TM	Stone Edge				
LV40	Slash	TM	Aerial Ace				
LV45	Earthquake	TM	Toxic				
LV50	Fissure	TM	Thief				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	15	14	15	15	0
10	40	22	21	21	21	1385
20	70	32	31	31	31	31191
30	92	42	41	41	41	97561
40	105	49	46	49	46	240453
50	115	54	50	52	49	467357
60	120	60	54	56	53	782377
70	130	70	64	66	63	1101386
80	140	80	74	76	73	1421033
90	150	90	84	86	83	1741315
100	160	100	94	96	93	2062272

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dugtrio Bow	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Diglett Hat		
TYPE	Brown Silk		
	Ground Dust		

See p.681 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally

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No.206 Land Snake ♂♀



Dunsparce



TYPE: NORMAL

ABILITY: Serene Grace / Run Away

FAVORITE GUMMI: White Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 21

BASE EXP.: 62

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Forest Path 1–5F
- Foggy Forest 1–5F
- Zero Isle South B43–B46F
- Destiny Tower 43–46F

EVOLUTION



Does not evolve

MOVE LIST

LV1	Rage	TM	Rock Slide	TM	Charge Beam	TM	Frustration
LV5	Defense Curl	TM	Return	TM	Shock Wave	TM	Captivate
LV9	Yawn	TM	Flamethrower	TM	Thunder Wave	TM	Dream Eater
LV13	Glare	TM	Thunder	TM	Poison Jab	TM	Ice Beam
LV17	Rollout	TM	Facade	TM	Toxic	HM	Rock Smash
LV21	Spite	TM	Endure	TM	Thief	HM	Strength
LV25	Pursuit	TM	Psych Up	TM	Sleep Talk	EGG	Snore
LV29	Screech	TM	Earthquake	TM	Rest	EGG	Rock Slide
LV33	Roost	TM	Natural Gift	TM	Roost	EGG	Astonish
LV37	Take Down	TM	Gyro Ball	TM	Secret Power	EGG	Bide
LV41	AncientPower	TM	Shadow Ball	TM	Blizzard	EGG	Bite
LV45	Dig	TM	Thunderbolt	TM	Protect	EGG	Trump Card
LV49	Endeavor	TM	Vacuum-Cut	TM	Substitute	EGG	AncientPower
LV53	Flail	TM	Wide Slash	TM	Water Pulse	EGG	Headbutt
TM	Iron Tail	TM	Stealth Rock	TM	Calm Mind	EGG	Curse
TM	Dig	TM	SolarBeam	TM	Hidden Power	EGG	Magic Coat
TM	Swagger	TM	Fire Blast	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	12	10	12	10	0
10	32	19	15	19	15	1313
20	42	29	20	29	20	29566
30	52	39	24	39	24	92477
40	62	49	31	49	31	227923
50	72	59	41	59	41	443002
60	82	69	51	69	51	741606
70	92	79	61	79	61	1043992
80	102	89	71	89	71	1346981
90	112	99	81	99	81	1650574
100	122	109	91	109	91	1954805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Escape Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

No.356 Beckon ♂♀



Dusclops



TYPE: GHOST

ABILITY: Pressure

FAVORITE GUMMI: Purple Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 80%

DAMAGE DEALT BY SIZEBUST ORB: 45

BASE EXP.: 112

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Dark Hill 8–15F
- Zero Isle South B86–B92F
- Destiny Tower 86–92F
- Vast Ice Mountain 1F–Peak 8F

EVOLUTION



MOVE LIST

LV1	Disable	LV43	Mean Look	TM	Earthquake	TM	Blizzard
LV1	ThunderPunch	LV51	Payback	TM	Natural Gift	TM	Flash
LV1	Bind	LV61	Future Sight	TM	Payback	TM	Protect
LV2	Gravity	TM	Dark Pulse	TM	Shadow Ball	TM	Substitute
LV3	Ice Punch	TM	Torment	TM	Vacuum-Cut	TM	Calm Mind
LV4	Fire Punch	TM	Swagger	TM	Wide Slash	TM	Hidden Power
LV5	Leer	TM	Rock Slide	TM	Skill Swap	TM	Attract
LV6	Disable	TM	Will-O-Wisp	TM	Charge Beam	TM	Frustration
LV6	Night Shade	TM	Return	TM	Taunt	TM	Captivate
LV9	Foresight	TM	Facade	TM	Toxic	TM	Dream Eater
LV14	Astonish	TM	Brick Break	TM	Trick Room	TM	Ice Beam
LV17	Confuse Ray	TM	Focus Punch	TM	Thief	HM	Rock Smash
LV22	Shadow Sneak	TM	Giga Impact	TM	Fling	HM	Strength
LV25	Pursuit	TM	Endure	TM	Sleep Talk		
LV30	Curse	TM	Psychic	TM	Rest		
LV33	Will-O-Wisp	TM	Embargo	TM	Hyper Beam		
LV37	Shadow Punch	TM	Psych Up	TM	Secret Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	8	6	0
10	49	16	14	15	11	1531
20	59	26	20	25	17	34462
30	85	40	29	40	29	107793
40	95	50	39	50	39	265673
50	105	60	49	60	49	516375
60	115	70	59	70	59	864436
70	125	80	69	80	69	1216904
80	135	90	79	90	79	1570076
90	145	100	89	100	89	1923951
100	155	110	99	110	99	2278571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Illusion Bow	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Duskull Ruff		
	Unlucky Sash		
TYPE	Purple Silk		
	Shady Dust		

No.477 Gripper ♂♀



Dusknoir



TYPE: GHOST

ABILITY: Pressure

FAVORITE GUMMI: Purple Gummi

TERRAIN: Pass-through

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 130%

DAMAGE DEALT BY SIZEBUST ORB: 56

BASE EXP.: 147

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Old Ruins (Hidden Highland 9F)
- Spacial Rift B14F–Deep B4F
- Sky Stairway 49F

EVOLUTION



MOVE LIST

LV1	Gravity	LV51	Payback	TM	Endure	TM	Sleep Talk
LV1	Leer	LV61	Future Sight	TM	Psychic	TM	Rest
LV1	Fire Punch	*1	Ice Punch	TM	Embargo	TM	Hyper Beam
LV1	Ice Punch	*1	Shadow Sneak	TM	Psych Up	TM	Secret Power
LV2	Bind	*1	Will-O-Wisp	TM	Earthquake	TM	Blizzard
LV3	ThunderPunch	*1	Shadow Punch	TM	Natural Gift	TM	Flash
LV6	Disable	TM	Dark Pulse	TM	Payback	TM	Protect
LV6	Night Shade	TM	Torment	TM	Shadow Ball	TM	Substitute
LV9	Foresight	TM	Swagger	TM	Vacuum-Cut	TM	Calm Mind
LV14	Astonish	TM	Rock Slide	TM	Wide Slash	TM	Hidden Power
LV17	Confuse Ray	TM	Will-O-Wisp	TM	Skill Swap	TM	Attract
LV22	Shadow Sneak	TM	Return	TM	Charge Beam	TM	Frustration
LV25	Pursuit	TM	Facade	TM	Taunt	TM	Captivate
LV30	Curse	TM	Brick Break	TM	Toxic	TM	Dream Eater
LV33	Will-O-Wisp	TM	Focus Blast	TM	Trick Room	TM	Ice Beam
LV37	Shadow Punch	TM	Focus Punch	TM	Thief	HM	Rock Smash
LV43	Mean Look	TM	Giga Impact	TM	Fling	HM	Strength

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	15	10	10	15	0
10	39	22	15	17	20	1531
20	49	32	21	27	26	34462
30	75	46	30	42	38	107793
40	85	56	40	52	48	265673
50	95	66	50	62	58	516375
60	105	76	60	72	68	864436
70	115	86	70	82	78	1216904
80	125	96	80	92	88	1570076
90	135	106	90	102	98	1923951
100	145	116	100	112	108	2278571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Unlucky Sash	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Duskull Ruff		
	Illusion Bow		
TYPE	Purple Silk		
	Shady Dust		

See p.681 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally. *1 During Special Episode 5

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No.355 Requiem ♂♀



Duskull

4



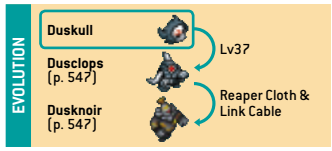
TYPE GHOST

ABILITY Levitate

FAVORITE GUMMI Purple Gummi

LOCATION
- ♥ Sky Stairway 1–49F
- ● Zero Isle South B74–B78F
- ● Destiny Tower 74–78F
- ■ Dark Ice Mountain 7F–Peak 4F

EVOLUTION



TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Night Shade	TM	Return	TM	Fling	EGG	Memento
LV1	Leer	TM	Facade	TM	Sleep Talk	EGG	Grudge
LV6	Disable	TM	Endure	TM	Rest	EGG	Faint Attack
LV9	Foresight	TM	Psychic	TM	Secret Power	EGG	Imprison
LV14	Astonish	TM	Embargo	TM	Blizzard	EGG	Destiny Bond
LV17	Confuse Ray	TM	Psych Up	TM	Flash		
LV22	Shadow Sneak	TM	Natural Gift	TM	Protect		
LV25	Pursuit	TM	Payback	TM	Substitute		
LV30	Curse	TM	Shadow Ball	TM	Calm Mind		
LV33	Will-O-Wisp	TM	Vacuum-Cut	TM	Hidden Power		
LV38	Mean Look	TM	Wide Slash	TM	Attract		
LV41	Payback	TM	Skill Swap	TM	Frustration		
LV46	Future Sight	TM	Charge Beam	TM	Captivate		
TM	Dark Pulse	TM	Taunt	TM	Dream Eater		
TM	Torment	TM	Toxic	TM	Ice Beam		
TM	Swagger	TM	Trick Room	EGG	Ominous Wind		
TM	Will-O-Wisp	TM	Thief	EGG	Pain Split		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	8	6	0
10	49	16	14	15	11	1531
20	59	26	20	25	17	34462
30	85	40	29	40	29	107793
40	95	50	39	50	39	265673
50	105	60	49	60	49	516375
60	115	70	59	70	59	864436
70	125	80	69	80	69	1216904
80	135	90	79	90	79	1570076
90	145	100	89	100	89	1923951
100	155	110	99	110	99	2278571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Duskull Ruff	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Illusion Bow		
	Unlucky Sash		
TYPE	Purple Silk		
	Shady Dust		

No.269 Poison Moth ♂♀



Dustox

1



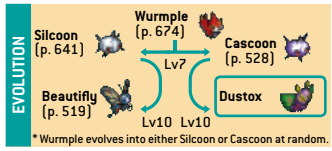
TYPE BUG / POISON

ABILITY Shield Dust

FAVORITE GUMMI Green Gummi, Pink Gummi

LOCATION
- ♥ Landslide Cave B1–B12F
- ● Zero Isle South B12–B14, B27–B30F
- ● Zero Isle Center B19–B20F
- ● Destiny Tower 12–14, 27–30F
- ■ Fortune Ravine B4–B8F

EVOLUTION



* Wurmple evolves into either Silcoon or Cascoon at random.

LV1	Confusion	TM	Silver Wind	TM	Secret Power		
LV10	Confusion	TM	Endure	TM	Flash		
LV13	Gust	TM	Psychic	TM	Sludge Bomb		
LV17	Protect	TM	Natural Gift	TM	Protect		
LV20	Moonlight	TM	Shadow Ball	TM	Substitute		
LV24	Psybeam	TM	Vacuum-Cut	TM	Hidden Power		
LV27	Whirlwind	TM	Wide Slash	TM	Attract		
LV31	Light Screen	TM	SolarBeam	TM	Frustration		
LV34	Silver Wind	TM	Aerial Ace	TM	Captivate		
LV38	Toxic	TM	Toxic	HM	Defog		
LV41	Bug Buzz	TM	Thief				
TM	Swagger	TM	U-turn				
TM	Energy Ball	TM	Sleep Talk				
TM	Return	TM	Rest				
TM	Facade	TM	Hyper Beam				
TM	Giga Impact	TM	Roost				
TM	Giga Drain	TM	Light Screen				

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	51

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	12	6	12	6	0
10	30	21	11	19	11	1200
20	40	31	17	29	17	27018
30	50	41	27	39	27	84508
40	60	51	37	49	37	208283
50	70	61	47	59	47	404829
60	78	69	55	67	55	677703
70	88	79	65	77	65	954033
80	98	89	75	87	75	1230914
90	108	99	85	97	85	1508347
100	118	109	95	107	95	1786363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dustox Bow	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Wurmple Bow		Poison Gem
	Tough Scarf		Poison Globe
	Vivid Silk		
	Guard Bow		
TYPE	Green Silk		
	Wonder Dust		

No.133 Evolution ♂♀

HERO / PARTNER



Eevee

5

FOOTPRINT



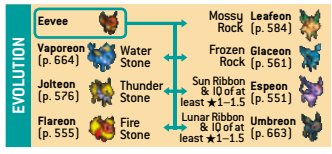
TYPE NORMAL

ABILITY Run Away, Adaptability

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B16–B20F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B11–B14F
- ● Destiny Tower 11–14F

EVOLUTION



LV1	Tail Whip	TM	Natural Gift	EGG	Tickle		
LV1	Tackle	TM	Shadow Ball	EGG	Endure		
LV1	Helping Hand	TM	Vacuum-Cut	EGG	Flail		
LV8	Sand-Attack	TM	Wide Slash	EGG	Wish		
LV15	Growl	TM	Toxic	EGG	Curse		
LV22	Quick Attack	TM	Sleep Talk	EGG	Covet		
LV29	Bite	TM	Rest	*1	Flail		
LV36	Baton Pass	TM	Secret Power				
LV43	Take Down	TM	Protect				
LV50	Last Resort	TM	Substitute				
LV57	Trump Card	TM	Hidden Power				
TM	Iron Tail	TM	Attract				
TM	Dig	TM	Frustration				
TM	Swagger	TM	Captivate				
TM	Return	EGG	Yawn				
TM	Facade	EGG	Charm				
TM	Endure	EGG	Fake Tears				

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	9

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	46	13	14	12	14	1666
20	66	23	24	22	24	37512
30	85	33	34	32	34	117332
40	95	43	46	45	46	289181
50	105	55	47	60	47	562067
60	115	69	53	75	57	940927
70	125	79	63	85	67	1324584
80	135	89	73	95	77	1709007
90	145	99	83	105	87	2094195
100	155	109	93	115	97	2480194

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Prism Ruff	TYPE	White Gem
	Eevee Tail		Joy Globe
	Eevee Card		
	Evolve Charm		
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

*Knows this move if it's the hero or partner; cannot remember this move once it is forgotten

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No.23 Snake ♂♀



Ekans

TYPE	ABILITY	FAVORITE GUMMI
POISON	Intimidate Shed Skin	Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	57

HOW TO RECRUIT: DEFEAT, MISSION, EGG

LOCATION
- ♥ Shimmer Desert 1–9F
- ● Zero Isle West B16–B21F
- ● Zero Isle South B17–B21F
- ● Zero Isle Center B38–B40F
- ■ Lower Spring Cave B3F–Depths B3F

EVOLUTION
- Ekans → Lv22 → Arbok (p. 514)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	8	7	7	8	0
10	48	22	16	21	17	1715
20	68	39	28	39	29	38600
30	94	59	39	51	40	120735
40	124	69	54	55	54	297570
50	139	77	58	58	58	578372
60	144	83	62	62	62	968222
70	154	93	72	72	72	1363009
80	164	103	82	82	82	1758584
90	174	113	92	92	92	2154946
100	184	123	102	102	102	2552142

MOVE LIST

LV1	Leer	TM	Torment	TM	Secret Power		
LV1	Wrap	TM	Swagger	TM	Sludge Bomb		
LV4	Poison Sting	TM	Rock Slide	TM	Protect		
LV9	Bite	TM	Return	TM	Substitute		
LV12	Glare	TM	Facade	TM	Hidden Power		
LV17	Screech	TM	Giga Drain	TM	Attract		
LV20	Acid	TM	Endure	TM	Frustration		
LV25	Stockpile	TM	Earthquake	TM	Captivate		
LV25	Swallow	TM	Natural Gift	HM	Strength		
LV25	Spit Up	TM	Payback	EGG	Spite		
LV28	Mud Bomb	TM	Vacuum-Cut	EGG	Pursuit		
LV33	Gastro Acid	TM	Wide Slash	EGG	Disable		
LV36	Haze	TM	Poison Jab	EGG	Scary Face		
LV41	Gunk Shot	TM	Toxic	EGG	Slam		
TM	Iron Tail	TM	Thief	EGG	Poison Fang		
TM	Dark Pulse	TM	Sleep Talk	EGG	Beat Up		
TM	Dig	TM	Rest	EGG	Poison Tail		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Leash Bow	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Shock Ruff		
TYPE	Pink Silk		
	Poison Dust		



No.125 Electric ♂♀



Electabuzz

TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC	Static	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	49
BASE EXP.	89

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

LOCATION
- ♥ Amp Plains 10F–Far 9F
- ● Zero Isle South B33–B39F
- ● Zero Isle Center B33–B35F
- ● Destiny Tower 30–36F

EVOLUTION
- Elekid (p. 550) → Lv30 → Electabuzz → Electirizer & Link Cable → Electivire

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	11	11	0	11	1	0
10	26	19	7	19	8	1518
20	46	29	17	29	18	34182
30	66	49	37	49	38	106915
40	80	62	48	63	50	263507
50	85	67	53	68	55	512166
60	90	73	59	73	60	857390
70	100	83	69	83	70	1206986
80	110	93	79	93	80	1557280
90	120	103	89	103	90	1908270
100	130	113	99	113	100	2260000

MOVE LIST

LV1	ThunderShock	TM	Facade	TM	Sleep Talk		
LV1	Quick Attack	TM	Brick Break	TM	Rest		
LV1	Leer	TM	Focus Blast	TM	Hyper Beam		
LV7	ThunderShock	TM	Focus Punch	TM	Light Screen		
LV10	Low Kick	TM	Giga Impact	TM	Secret Power		
LV16	Swift	TM	Endure	TM	Flash		
LV19	Shock Wave	TM	Psychic	TM	Protect		
LV25	Light Screen	TM	Natural Gift	TM	Substitute		
LV28	ThunderPunch	TM	Thunderbolt	TM	Hidden Power		
LV37	Discharge	TM	Vacuum-Cut	TM	Attract		
LV43	Thunderbolt	TM	Wide Slash	TM	Frustration		
LV52	Screech	TM	Charge Beam	TM	Captivate		
LV58	Thunder	TM	Shock Wave	HM	Rock Smash		
TM	Iron Tail	TM	Thunder Wave	HM	Strength		
TM	Swagger	TM	Toxic	HM	Rock Climb		
TM	Return	TM	Thief				
TM	Thunder	TM	Fling				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Electa-Claw		Voltaic Rock
	Electa-Fang		Voltaic Band
	Charge Seal	TYPE	Yellow Silk
	Volt Bangle		Thunder Dust
EVOLUTION	Elekid Claw		Thunder Gem
	Elekid Card		Volt Globe
	Jolt Charm		
	Current Ring		
	Electi-Claw		
	Electi-Card		



No.466 Thunderbolt ♂♀



Electivire

TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC	Motor Drive	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	64
BASE EXP.	122

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

LOCATION
- ♥ Spacial Rift B1F–Deep B9F
- ● Zero Isle North B10–B15F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B10–B15F
- ● Zero Isle South B10–B15F
- ● Zero Isle Center B33–B35F
- ● Destiny Tower 10–15F

EVOLUTION
- Elekid (p. 550) → Lv30 → Electabuzz → Electirizer & Link Cable → Electivire

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	38	16	13	13	14	0
10	53	24	20	21	21	1518
20	73	34	30	31	31	34182
30	93	54	50	51	51	106915
40	107	67	61	65	63	263507
50	112	72	66	70	68	512166
60	117	78	72	75	73	857390
70	127	88	82	85	83	1206986
80	137	98	92	95	93	1557280
90	147	108	102	105	103	1908270
100	157	118	112	115	113	2260000

MOVE LIST

LV1	ThunderShock	TM	Torment	TM	Wide Slash	TM	Attract
LV1	Quick Attack	TM	Swagger	TM	Charge Beam	TM	Frustration
LV1	Leer	TM	Rock Slide	TM	Taunt	TM	Captivate
LV1	Fire Punch	TM	Return	TM	Shock Wave	HM	Rock Smash
LV7	ThunderShock	TM	Flamethrower	TM	Thunder Wave	HM	Strength
LV10	Low Kick	TM	Thunder	TM	Toxic	HM	Rock Climb
LV16	Swift	TM	Facade	TM	Thief		
LV19	Shock Wave	TM	Brick Break	TM	Fling		
LV25	Light Screen	TM	Focus Blast	TM	Sleep Talk		
LV28	ThunderPunch	TM	Focus Punch	TM	Rest		
LV37	Discharge	TM	Giga Impact	TM	Hyper Beam		
LV43	Thunderbolt	TM	Endure	TM	Light Screen		
LV52	Screech	TM	Psychic	TM	Secret Power		
LV58	Thunder	TM	Earthquake	TM	Flash		
LV67	Giga Impact	TM	Natural Gift	TM	Protect		
TM	Iron Tail	TM	Thunderbolt	TM	Substitute		
TM	Dig	TM	Vacuum-Cut	TM	Hidden Power		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Electi-Claw		Charge Seal
	Electi-Card		Volt Bangle
	Voltaic Rock	TYPE	Yellow Silk
	Voltaic Band		Thunder Dust
EVOLUTION	Elekid Claw		Thunder Gem
	Elekid Card		Volt Globe
	Jolt Charm		
	Current Ring		
	Electa-Claw		
	Electa-Fang		

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No.309 Lightning ♂♀



Electrike

♥ 4

FOOTPRINT



TYPE ELECTRIC

ABILITY Static, LightningRod

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Far Amp Plains 3–9F
- ● Amp Clearing (Far 10F)
- ● Southeastern Islands B1–B24F
- ● Zero Isle South B30–B34F
- ● Destiny Tower 30–34F

EVOLUTION

Electrike → Lv26 → Manectric (p. 595)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	86

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Thunder	TM	Roar
LV4	Thunder Wave	TM	Facade	TM	Protect
LV9	Leer	TM	Endure	TM	Substitute
LV12	Howl	TM	Natural Gift	TM	Hidden Power
LV17	Quick Attack	TM	Thunderbolt	TM	Attract
LV20	Spark	TM	Vacuum-Cut	TM	Frustration
LV25	Odor Sleuth	TM	Wide Slash	TM	Captivate
LV28	Bite	TM	Charge Beam	HM	Strength
LV33	Thunder Fang	TM	Shock Wave	EGG	Crunch
LV36	Roar	TM	Thunder Wave	EGG	Thunder Fang
LV41	Discharge	TM	Toxic	EGG	Ice Fang
LV44	Charge	TM	Thief	EGG	Uproar
LV49	Thunder	TM	Sleep Talk	EGG	Headbutt
TM	Iron Tail	TM	Rest	EGG	Swift
TM	Swagger	TM	Light Screen	EGG	Curse
TM	Return	TM	Secret Power	EGG	Discharge
TM	Flamethrower	TM	Flash	EGG	Fire Fang

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	15	7	17	7	0
10	39	22	12	24	12	1564
20	61	32	23	34	23	35217
30	91	46	40	47	40	110152
40	109	55	46	57	46	271487
50	119	60	51	62	51	527676
60	124	66	57	67	56	883355
70	134	76	67	77	66	1243538
80	144	86	77	87	76	1604440
90	154	96	87	97	86	1966060
100	164	106	97	107	96	2328441

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Punish Torc	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Protect Mask		
TYPE	Yellow Silk		
	Thunder Dust		

See p.681 for its stats when it appears as a dungeon boss

No.101 Ball Unknown



Electrode

♥ 0



TYPE ELECTRIC

ABILITY Soundproof, Static

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Concealed Ruins B16–B29F
- ♥ World Abyss B1–B29F
- ● Zero Isle North B1–B5, B30–B40F
- ● Zero Isle East B34–B39F
- ● Zero Isle West B30–B39F
- ● Zero Isle South B51–B56F
- ● Destiny Tower 51–56F

EVOLUTION

Voltorb (p. 668) → Lv30 → Electrode

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

MOVE LIST

LV1	Charge	TM	Torment	TM	Toxic
LV1	Spark	TM	Swagger	TM	Thief
LV1	SonicBoom	TM	Return	TM	Sleep Talk
LV1	Tackle	TM	Thunder	TM	Rest
LV5	Tackle	TM	Facade	TM	Hyper Beam
LV8	SonicBoom	TM	Giga Impact	TM	Light Screen
LV12	Spark	TM	Endure	TM	Secret Power
LV15	Rollout	TM	Natural Gift	TM	Flash
LV19	Screech	TM	Gyro Ball	TM	Protect
LV22	Light Screen	TM	Thunderbolt	TM	Substitute
LV26	Charge Beam	TM	Vacuum-Cut	TM	Hidden Power
LV29	Selfdestruct	TM	Wide Slash	TM	Frustration
LV35	Swift	TM	Explosion		
LV40	Magnet Rise	TM	Charge Beam		
LV46	Gyro Ball	TM	Taunt		
LV51	Explosion	TM	Shock Wave		
LV57	Mirror Coat	TM	Thunder Wave		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	15	8	15	8	0
10	40	24	17	26	16	1586
20	60	34	27	36	26	35701
30	89	44	33	46	36	111667
40	112	54	39	56	46	275220
50	122	60	47	65	56	534931
60	132	66	57	70	66	895500
70	142	76	67	80	76	1260635
80	152	86	77	90	86	1626499
90	162	96	87	100	96	1993090
100	172	106	97	110	106	2360454

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Electro-Bow	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Ball Scarf		
TYPE	Yellow Silk		
	Thunder Dust		

No.239 Electric ♂♀



Elekid

♥ 5



TYPE ELECTRIC

ABILITY Static

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Amp Plains 1–8F
- ● Southeastern Islands B1–B24F
- ● Zero Isle South B7–B9F
- ● Zero Isle Center B33–B35F
- ● Destiny Tower 53–59F

EVOLUTION

Elekid → Lv30 → Electabuzz (p. 549) → Electirizer & Link Cable → Electivire (p. 549)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	91

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Quick Attack	TM	Focus Punch	TM	Flash
LV1	Leer	TM	Endure	TM	Protect
LV7	ThunderShock	TM	Psychic	TM	Substitute
LV10	Low Kick	TM	Natural Gift	TM	Hidden Power
LV16	Swift	TM	Thunderbolt	TM	Attract
LV19	Shock Wave	TM	Vacuum-Cut	TM	Frustration
LV25	Light Screen	TM	Wide Slash	TM	Captivate
LV28	ThunderPunch	TM	Charge Beam	HM	Rock Smash
LV34	Discharge	TM	Shock Wave	EGG	Karate Chop
LV37	Thunderbolt	TM	Thunder Wave	EGG	Cross Chop
LV43	Screech	TM	Toxic	EGG	DynamicPunch
LV46	Thunder	TM	Thief	EGG	Barrier
TM	Swagger	TM	Fling	EGG	Fire Punch
TM	Return	TM	Sleep Talk	EGG	Rolling Kick
TM	Thunder	TM	Rest	EGG	Meditate
TM	Facade	TM	Light Screen	EGG	Ice Punch
TM	Brick Break	TM	Secret Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	15	4	15	4	0
10	43	23	11	23	11	1518
20	63	33	21	33	21	34182
30	83	53	41	53	41	106915
40	97	66	52	67	53	263507
50	102	71	57	72	58	512166
60	107	77	63	77	63	857390
70	117	87	73	87	73	1206986
80	127	97	83	97	83	1557280
90	137	107	93	107	93	1908270
100	147	117	103	117	103	2260000

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Elekid Claw		Electi-Card
	Elekid Card		Voltaic Rock
	Jolt Charm		Voltaic Band
	Current Ring	TYPE	Yellow Silk
	Yellow Jewel		Thunder Dust
EVOLUTION	Electa-Claw		Thunder Gem
	Electa-Fang		Volt Globe
	Charge Seal		
	Volt Bangle		
	Electi-Claw		

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No.395 Emperor ♂♀

Empoleon

FOOTPRINT



TYPE WATER / STEEL

ABILITY Torrent

FAVORITE GUMMI Blue Gummi, Silver Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	45
BASE EXP.	109

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Treacherous Waters B16–B19F
- ● Zero Isle South B91–B97F
- ● Zero Isle Center B1–B49F
- ● Destiny Tower 91–97F

EVOLUTION
Piplup (p. 618) → Lv16 Info → Prinplup (p. 622) → Lv36 Info → Empoleon

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	3	5	4	4	0
10	50	21	19	22	18	1736
20	80	40	36	42	35	39086
30	105	51	49	53	49	122256
40	119	61	59	63	59	301318
50	129	71	68	73	68	585656
60	139	81	69	83	69	980416
70	149	91	79	93	79	1380175
80	159	101	89	103	89	1780732
90	169	111	99	113	99	2182086
100	179	121	109	123	109	2584285

MOVE LIST

LV1	Bubble	LV72	Hydro Cannon	TM	Pluck	TM	Frustration
LV1	Tackle	TM	Dig	TM	Aerial Ace	TM	Captivate
LV1	Growl	TM	Swagger	TM	Swords Dance	TM	Avalanche
LV4	Growl	TM	Rock Slide	TM	Toxic	TM	Flash Cannon
LV8	Bubble	TM	Return	TM	Fling	TM	Ice Beam
LV11	Swords Dance	TM	Facade	TM	Sleep Talk	HM	Cut
LV15	Peck	TM	Brick Break	TM	Rest	HM	Rock Smash
LV16	Metal Claw	TM	Giga Impact	TM	Hyper Beam	HM	Strength
LV19	BubbleBeam	TM	Grass Knot	TM	Steel Wing	HM	Defog
LV24	Swagger	TM	Endure	TM	Secret Power	HM	Waterfall
LV28	Fury Attack	TM	Brine	TM	Blizzard	HM	Surf
LV33	Brine	TM	Earthquake	TM	Roar	HM	Rock Climb
LV36	Aqua Jet	TM	Natural Gift	TM	Protect		
LV39	Whirlpool	TM	Shadow Claw	TM	Substitute		
LV46	Mist	TM	Vacuum-Cut	TM	Water Pulse		
LV52	Drill Peck	TM	Wide Slash	TM	Hidden Power		
LV59	Hydro Pump	TM	Stealth Rock	TM	Attract		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Empol-Claw		Prin-Crest
	Empol-Horn		Aqua Blade
	Empol-Seal	TYPE	Blue Silk
	Marine Crown		Water Dust
EVOLUTION	Piplup Foam		Aqua Gem
	Piplup Card		Aqua Globe
	Sea Ore		Iron Silk
	Water Cape		Steel Dust
	Prin-Foam		Metal Gem
	Prin-Card		Steel Globe

IQ must be at least ★3–3.5 to know or learn Hydro Cannon



No.244 Volcano Unknown

Entei



TYPE FIRE

ABILITY Pressure

FAVORITE GUMMI Red Gummi

TERRAIN	Lava
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	61
BASE EXP.	138

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ● Inferno Cave B15–29F
- * Appears only when its Challenge Letter is accepted.

EVOLUTION
Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	8	10	8	10	0
10	58	17	14	17	14	1937
20	88	27	19	32	19	43610
30	108	38	29	47	27	136405
40	128	60	44	62	42	336191
50	148	75	58	76	56	653437
60	167	89	73	95	71	1093884
70	177	99	83	105	81	1539909
80	187	109	93	115	91	1986824
90	197	119	103	125	101	2434629
100	207	129	113	135	111	2883376

MOVE LIST

LV1	Bite	TM	Overheat	TM	Rest		
LV1	Leer	TM	Will-O-Wisp	TM	Hyper Beam		
LV8	Ember	TM	Return	TM	Secret Power		
LV15	Roar	TM	Flamethrower	TM	Flash		
LV22	Fire Spin	TM	Facade	TM	Roar		
LV29	Stomp	TM	Giga Impact	TM	Protect		
LV36	Flamethrower	TM	Endure	TM	Substitute		
LV43	Swagger	TM	Psych Up	TM	Calm Mind		
LV50	Fire Fang	TM	Natural Gift	TM	Hidden Power		
LV57	Lava Plume	TM	Shadow Ball	TM	Frustration		
LV64	Extrasensory	TM	Vacuum-Cut	TM	Reflect		
LV71	Fire Blast	TM	Wide Slash	HM	Cut		
LV78	Calm Mind	TM	Stone Edge	HM	Rock Smash		
LV85	Eruption	TM	SolarBeam	HM	Strength		
TM	Iron Tail	TM	Fire Blast	HM	Rock Climb		
TM	Dig	TM	Toxic				
TM	Swagger	TM	Sleep Talk				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Flare Fang	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION			
TYPE	Red Silk		
	Fire Dust		



No.196 Sun ♂♀

Espeon



TYPE PSYCHIC

ABILITY Synchronize

FAVORITE GUMMI Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ● The Nightmare B1–B17F
- ♥ Marine Resort 1–18F
- ♥ Shimmer Hill 1–17F

EVOLUTION
Eevee (p. 548) → Water Stone → Vaporeon (p. 664)
Eevee (p. 548) → Thunder Stone → Jolteon (p. 576)
Eevee (p. 548) → Fire Stone → Flareon (p. 555)
Eevee (p. 548) → Sun Ribbon & IQ of at least ★1–1.5 → Espeon
Eevee (p. 548) → Lunar Ribbon IQ of at least ★1–1.5 → Umbreon (p. 663)
Mossy Rock → Leafeon (p. 584)
Frozen Rock → Glaceon (p. 561)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Light Screen		
LV1	Tackle	TM	Facade	TM	Secret Power		
LV1	Helping Hand	TM	Giga Impact	TM	Flash		
LV8	Sand-Attack	TM	Grass Knot	TM	Protect		
LV15	Confusion	TM	Endure	TM	Substitute		
LV22	Quick Attack	TM	Psychic	TM	Calm Mind		
LV29	Swift	TM	Psych Up	TM	Hidden Power		
LV36	Psybeam	TM	Natural Gift	TM	Attract		
LV43	Future Sight	TM	Shadow Ball	TM	Frustration		
LV50	Last Resort	TM	Vacuum-Cut	TM	Captivate		
LV57	Psych Up	TM	Wide Slash	TM	Dream Eater		
LV64	Psychic	TM	Skill Swap	TM	Reflect		
LV71	Morning Sun	TM	Toxic	HM	Cut		
LV78	Power Swap	TM	Trick Room				
TM	Iron Tail	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Hyper Beam				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Light Collar	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Gold Silk		
	Psyche Dust		

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No.102 Egg ♂♀



Exeggcute

♥ 4

TYPE GRASS / PSYCHIC

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi, Gold Gummi

LOCATION
- ♥ Lush Prairie 1–5F
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Southeastern Islands B1–B24F
- ● Zero Isle South B3–B5F
- ● Destiny Tower 3–5F
- ■ Murky Forest 1–3F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★★☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	31

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Hypnosis	TM	Facade	TM	Sleep Talk	EGG	Synthesis
LV1	Uproar	TM	Giga Drain	TM	Rest	EGG	Psych Up
LV1	Barrage	TM	Grass Knot	TM	Light Screen	EGG	Nature Power
LV7	Reflect	TM	Endure	TM	Secret Power	EGG	Moonlight
LV11	Leech Seed	TM	Psychic	TM	Flash	EGG	Ingrain
LV17	Bullet Seed	TM	Psych Up	TM	Sludge Bomb	EGG	Curse
LV19	Stun Spore	TM	Natural Gift	TM	Protect	EGG	Leaf Storm
LV21	PoisonPowder	TM	Vacuum-Cut	TM	Substitute	EGG	Reflect
LV23	Sleep Powder	TM	Wide Slash	TM	Hidden Power		
LV27	Confusion	TM	Skill Swap	TM	Attract		
LV33	Worry Seed	TM	SolarBeam	TM	Frustration		
LV37	Natural Gift	TM	Explosion	TM	Captivate		
LV43	SolarBeam	TM	Bullet Seed	TM	Dream Eater		
LV47	Psychic	TM	Swords Dance	TM	Reflect		
TM	Swagger	TM	Toxic	HM	Strength		
TM	Energy Ball	TM	Trick Room	EGG	Lucky Chant		
TM	Return	TM	Thief	EGG	AncientPower		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	12	6	5	6	5	0
10	18	10	9	11	8	1196
20	37	20	17	20	18	26924
30	57	30	21	30	27	84213
40	67	39	27	40	34	207556
50	72	44	32	45	39	403417
60	77	50	38	50	44	675338
70	87	60	48	60	54	950704
80	97	70	58	70	64	1226619
90	107	80	68	80	74	1503083
100	117	90	78	90	84	1780129

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Repel Scarf	TYPE	Grass Gem
			Soothe Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Exeggu-Sash		Psyche Gem
			Psyche Globe
TYPE	Grass Silk		
	Grass Dust		



No.103 Coconut ♂♀



Exeggutor

♥ 1

TYPE GRASS / PSYCHIC

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi, Gold Gummi

LOCATION
- ♥ Apple Woods 4–12F
- ♥ Happy Outlook B1–B19F
- ● Oblivion Forest B1–B14F
- ● Zero Isle South B15–B16F
- ● Destiny Tower 15–16F
- ■ Fortune Ravine Depths B1–B6F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	45
BASE EXP.	36

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Hypnosis	TM	Psychic	TM	Secret Power		
LV1	Barrage	TM	Psych Up	TM	Flash		
LV1	Confusion	TM	Natural Gift	TM	Sludge Bomb		
LV1	Stomp	TM	Vacuum-Cut	TM	Protect		
LV2	Seed Bomb	TM	Wide Slash	TM	Substitute		
LV17	Stomp	TM	Skill Swap	TM	Hidden Power		
LV27	Egg Bomb	TM	SolarBeam	TM	Attract		
LV37	Wood Hammer	TM	Explosion	TM	Frustration		
LV47	Leaf Storm	TM	Bullet Seed	TM	Captivate		
TM	Swagger	TM	Swords Dance	TM	Dream Eater		
TM	Energy Ball	TM	Toxic	TM	Reflect		
TM	Return	TM	Trick Room	HM	Strength		
TM	Facade	TM	Thief				
TM	Giga Impact	TM	Sleep Talk				
TM	Giga Drain	TM	Rest				
TM	Grass Knot	TM	Hyper Beam				
TM	Endure	TM	Light Screen				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	14	8	18	8	0
10	34	18	12	23	11	1196
20	53	28	20	32	21	26924
30	73	38	24	42	30	84213
40	83	47	30	52	37	207556
50	88	52	35	57	42	403417
60	93	58	41	62	47	675338
70	103	68	51	72	57	950704
80	113	78	61	82	67	1226619
90	123	88	71	92	77	1503083
100	133	98	81	102	87	1780129

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Exeggu-Sash	TYPE	Grass Gem
			Soothe Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Repel Scarf		Psyche Gem
			Psyche Globe
TYPE	Grass Silk		
	Grass Dust		



No.295 Loud Noise ♂♀



Exploud

♥ 0

TYPE NORMAL

ABILITY Soundproof

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Concealed Ruins B16–B29F
- ♥ World Abyss B16–B27F
- ● Zero Isle North B6–B10F
- ● Zero Isle West B35–B39F
- ■ Fortune Ravine Pit (Depths B7F)

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	50
BASE EXP.	114

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	LV55	Rest	TM	Vacuum-Cut	TM	Hidden Power
LV1	Uproar	LV63	Hyper Voice	TM	Wide Slash	TM	Attract
LV1	Howl	LV71	Hyper Beam	TM	SolarBeam	TM	Frustration
LV1	Pound	TM	Torment	TM	Fire Blast	TM	Captivate
LV3	Thunder Fang	TM	Swagger	TM	Taunt	TM	Avalanche
LV3	Ice Fang	TM	Rock Slide	TM	Shock Wave	TM	Ice Beam
LV3	Fire Fang	TM	Overheat	TM	Toxic	HM	Rock Smash
LV5	Uproar	TM	Return	TM	Fling	HM	Strength
LV11	Astonish	TM	Flamethrower	TM	Sleep Talk	HM	Surf
LV15	Howl	TM	Facade	TM	Rest	HM	Rock Climb
LV20	Bite	TM	Brick Break	TM	Hyper Beam		
LV23	Supersonic	TM	Focus Blast	TM	Secret Power		
LV29	Stomp	TM	Giga Impact	TM	Blizzard		
LV37	Screech	TM	Endure	TM	Roar		
LV40	Crunch	TM	Earthquake	TM	Protect		
LV45	Roar	TM	Natural Gift	TM	Substitute		
LV55	Sleep Talk	TM	Shadow Ball	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	8	8	1	4	0
10	42	30	26	19	22	1617
20	70	49	41	36	37	36399
30	90	59	45	46	41	113851
40	110	66	48	56	44	280603
50	126	71	52	64	47	545394
60	131	77	56	68	51	913015
70	141	87	66	78	61	1285292
80	151	97	76	88	71	1658312
90	161	107	86	98	81	2032074
100	171	117	96	108	91	2406623

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Great Torc	TYPE	White Gem
			Joy Globe
EVOLUTION	Good Earring		
	Nice Bangle		
TYPE	White Silk		
	Normal Dust		

See p.683 for its stats when it appears as a dungeon boss

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No.83 Wild Duck ♂♀



Farfetch'd



♥ 4

TYPE NORMAL / FLYING

ABILITY Keen Eye, Inner Focus

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 24

BASE EXP. 58

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Steam Cave 1F–Upper 1F
- ● Zero Isle West B1–B5F
- ● Zero Isle South B23–B28F
- ● Destiny Tower 23–28F

EVOLUTION
Does not evolve

MOVE LIST

LV1	Sand-Attack	TM	Swagger	TM	Steel Wing	EGG	Quick Attack
LV1	Peck	TM	Return	TM	Roost	EGG	Mud-Slap
LV1	Leer	TM	Facade	TM	Secret Power	EGG	Curse
LV3	Fury Cutter	TM	Endure	TM	Protect	EGG	Steel Wing
LV4	Poison Jab	TM	Psych Up	TM	Substitute	EGG	FeatherDance
LV7	Fury Attack	TM	Natural Gift	TM	False Swipe	EGG	Covet
LV9	Knock Off	TM	Vacuum-Cut	TM	Hidden Power	EGG	Foresight
LV13	Aerial Ace	TM	Wide Slash	TM	Attract		
LV19	Slash	TM	Pluck	TM	Frustration		
LV21	Air Cutter	TM	Aerial Ace	TM	Captivate		
LV25	Swords Dance	TM	Swords Dance	HM	Cut		
LV31	Agility	TM	Poison Jab	HM	Defog		
LV33	Night Slash	TM	Toxic	HM	Fly		
LV37	Air Slash	TM	Thief	EGG	Mirror Move		
LV43	Feint	TM	U-turn	EGG	Gust		
LV45	False Swipe	TM	Sleep Talk	EGG	Flail		
TM	Iron Tail	TM	Rest	EGG	Night Slash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	9	2	10	2	0
10	41	16	7	17	7	1643
20	65	32	24	32	24	36994
30	94	42	37	42	37	115713
40	114	51	47	52	47	285191
50	124	59	57	59	55	554312
60	134	69	66	64	61	927944
70	144	79	76	74	71	1306308
80	154	89	86	84	81	1685427
90	164	99	96	94	91	2065301
100	174	109	106	104	101	2445974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bullseye Bow	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION			Sky Globe
TYPE	White Silk		
	Normal Dust		

No.22 Beak ♂♀



Fearow



♥ 0

TYPE NORMAL / FLYING

ABILITY Keen Eye

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★★★☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 36

BASE EXP. 69

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Sky Peak 5th Station Pass 4F, 6th Station Pass 1F–Sky Peak Summit Pass 5F
- ♥ Mt. Travail 1–19F
- ♥ Mt. Mistral 1–19F
- ● Zero Isle North B3–B6F
- ● Zero Isle South B51–B54F
- ● Destiny Tower 51–54F

EVOLUTION
Spearow (p. 647) → Fearow, Lv20

MOVE LIST

LV1	Peck	TM	Giga Impact	TM	Substitute		
LV1	Growl	TM	Endure	TM	Hidden Power		
LV1	Leer	TM	Natural Gift	TM	Attract		
LV1	Fury Attack	TM	Vacuum-Cut	TM	Frustration		
LV3	Pluck	TM	Wide Slash	TM	Captivate		
LV5	Leer	TM	Pluck	HM	Defog		
LV9	Fury Attack	TM	Aerial Ace	HM	Fly		
LV13	Pursuit	TM	Toxic				
LV17	Aerial Ace	TM	Thief				
LV23	Mirror Move	TM	U-turn				
LV29	Agility	TM	Sleep Talk				
LV35	Assurance	TM	Rest				
LV41	Roost	TM	Hyper Beam				
LV47	Drill Peck	TM	Steel Wing				
TM	Swagger	TM	Roost				
TM	Return	TM	Secret Power				
TM	Facade	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	14	11	16	10	0
10	47	21	18	23	17	1622
20	77	31	28	33	27	36521
30	102	41	38	43	37	114232
40	116	51	47	53	46	281542
50	125	57	51	57	50	547219
60	130	67	61	67	60	916070
70	140	77	71	77	70	1289592
80	150	87	81	87	80	1663860
90	160	97	91	97	90	2038873
100	170	107	101	107	100	2414675

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wing Scarf	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Quirky Bow		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

No.349 Fish ♂♀



Feebas



♥ 5

TYPE WATER

ABILITY Swift Swim

FAVORITE GUMMI Blue Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 19

BASE EXP. 50

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Lake Afar B1–B12F

EVOLUTION
Feebas → Milotic (p. 602), Beauty Scarf

MOVE LIST

LV1	Splash	TM	Water Pulse				
LV15	Tackle	TM	Hidden Power				
LV30	Flail	TM	Attract				
TM	Swagger	TM	Frustration				
TM	Return	TM	Captivate				
TM	Facade	TM	Ice Beam				
TM	Endure	HM	Waterfall				
TM	Natural Gift	HM	Surf				
TM	Vacuum-Cut	EGG	Confuse Ray				
TM	Wide Slash	EGG	Tickle				
TM	Toxic	EGG	Haze				
TM	Sleep Talk	EGG	Hypnosis				
TM	Rest	EGG	Mist				
TM	Secret Power	EGG	Mud Sport				
TM	Blizzard	EGG	Light Screen				
TM	Protect	EGG	Mirror Coat				
TM	Substitute	EGG	DragonBreath				

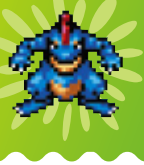
LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	10	10	0
10	48	19	19	19	19	1748
20	68	29	29	29	29	39359
30	88	39	39	39	39	123110
40	108	49	49	49	49	303423
50	128	59	59	59	59	589747
60	148	69	69	69	69	987265
70	158	79	79	79	79	1389816
80	168	89	89	89	89	1793171
90	178	99	99	99	99	2197329
100	188	109	109	109	109	2602337

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Admire Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Grace Scarf		
TYPE	Blue Silk		
	Water Dust		

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No.160 Big Jaw ♂♀

Feraligatr



FOOTPRINT

TYPE WATER

ABILITY Torrent

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B16–B24F
- ● Zero Isle North B11–B15, B41–B49F
- ● Zero Isle East B11–B15F
- ● Zero Isle West B11–B15F

EVOLUTION
- Totodile (p. 660)
- Lv18
- Croconaw (p. 538)
- Lv30
- Feraligatr

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	49
BASE EXP.	135

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Rage	LV71	Hydro Pump	TM	Wide Slash	TM	Frustration
LV1	Leer	LV72	Hydro Cannon	TM	Aerial Ace	TM	Captivate
LV1	Scratch	TM	Iron Tail	TM	Swordas Dance	TM	Avalanche
LV1	Water Gun	TM	Dig	TM	Toxic	TM	Dragon Pulse
LV6	Water Gun	TM	Swagger	TM	Dragon Claw	TM	Ice Beam
LV8	Rage	TM	Rock Slide	TM	Fling	HM	Cut
LV13	Bite	TM	Return	TM	Sleep Talk	HM	Rock Smash
LV15	Scary Face	TM	Facade	TM	Rest	HM	Strength
LV21	Ice Fang	TM	Brick Break	TM	Hyper Beam	HM	Waterfall
LV24	Flail	TM	Focus Blast	TM	Secret Power	HM	Surf
LV30	Agility	TM	Focus Punch	TM	Blizzard	HM	Rock Climb
LV32	Crunch	TM	Giga Impact	TM	Roar		
LV37	Slash	TM	Endure	TM	Protect		
LV45	Screech	TM	Earthquake	TM	Substitute		
LV50	Aqua Tail	TM	Natural Gift	TM	Water Pulse		
LV50	Thrash	TM	Shadow Claw	TM	Hidden Power		
LV58	Superpower	TM	Vacuum-Cut	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	61	27	20	26	20	1714
20	85	46	39	39	39	38579
30	105	56	49	49	49	120668
40	125	66	58	59	58	297404
50	133	76	58	69	58	578048
60	138	82	65	79	65	967680
70	148	92	75	89	75	1362246
80	158	102	85	99	85	1757600
90	168	112	95	109	95	2153740
100	178	122	105	119	105	2550714

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Feral-Claw		Swirl Rock
	Feral-Fang		Anger Scarf
	Feral-Crest	TYPE	Blue Silk
	Hydro Jaw		Water Dust
	Totodi-Dew		Aqua Gem
EVOLUTION	Totodi-Fang		Aqua Globe
	Water Heart		
	Wash Bow		
	Croco-Fang		
	Croco-Card		

IQ must be at least ★3–3.5 to know or learn Hydro Cannon



No.456 Wing Fish ♂♀

Finneon



TYPE WATER

ABILITY Swift Swim
Storm Drain

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B25F

EVOLUTION
- Finneon
- Lv31
- Lumineon (p. 588

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	135

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Pound	TM	Endure	TM	Water Pulse		
LV6	Water Gun	TM	Brine	TM	Hidden Power		
LV10	Attract	TM	Psych Up	TM	Attract		
LV13	Rain Dance	TM	Natural Gift	TM	Frustration		
LV17	Gust	TM	Payback	TM	Captivate		
LV22	Water Pulse	TM	Vacuum-Cut	TM	Ice Beam		
LV26	Captivate	TM	Safeguard	HM	Defog		
LV29	Safeguard	TM	Wide Slash	HM	Waterfall		
LV33	Aqua Ring	TM	Toxic	HM	Surf		
LV38	Whirlpool	TM	U-turn	EGG	Aqua Tail		
LV42	U-turn	TM	Sleep Talk	EGG	Charm		
LV45	Bounce	TM	Rest	EGG	Tickle		
LV49	Silver Wind	TM	Secret Power	EGG	Agility		
TM	Swagger	TM	Blizzard	EGG	Psybeam		
TM	Return	TM	Flash	EGG	Flail		
TM	Facade	TM	Protect	EGG	Sweet Kiss		
TM	Silver Wind	TM	Substitute	EGG	Splash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	8	9	9	0
10	48	22	18	16	16	1545
20	68	37	27	25	24	34783
30	88	47	34	31	28	108795
40	98	57	43	40	36	268141
50	108	67	53	50	46	521172
60	118	77	63	60	56	872467
70	128	87	73	70	66	1228210
80	138	97	83	80	76	1584663
90	148	107	93	90	86	1941825
100	158	117	103	100	96	2299740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Swim Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Lumi-Torc		
TYPE	Blue Silk		
	Water Dust		



No.180 Wool ♂♀

Flaaffy



TYPE ELECTRIC

ABILITY Static

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Amp Plains 8F–Far 5F

EVOLUTION
- Mareep (p. 596)
- Lv15
- Flaaffy
- Lv30
- Ampharos (p. 514)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	81

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Facade	TM	Flash		
LV1	ThunderShock	TM	Brick Break	TM	Protect		
LV1	Growl	TM	Focus Punch	TM	Substitute		
LV5	Growl	TM	Endure	TM	Hidden Power		
LV10	ThunderShock	TM	Natural Gift	TM	Attract		
LV14	Thunder Wave	TM	Thunderbolt	TM	Frustration		
LV20	Cotton Spore	TM	Vacuum-Cut	TM	Captivate		
LV25	Charge	TM	Wide Slash	HM	Rock Smash		
LV31	Discharge	TM	Charge Beam	HM	Strength		
LV36	Signal Beam	TM	Shock Wave				
LV42	Light Screen	TM	Thunder Wave				
LV47	Power Gem	TM	Toxic				
LV53	Thunder	TM	Fling				
TM	Iron Tail	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Return	TM	Light Screen				
TM	Thunder	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	16	3	15	3	0
10	36	25	9	24	9	1631
20	54	39	22	35	22	36716
30	78	59	41	53	42	114843
40	108	71	53	65	54	283049
50	123	77	58	73	59	550147
60	133	85	64	80	64	920973
70	143	95	74	90	74	1296494
80	153	105	84	100	84	1672764
90	163	115	94	110	94	2049784
100	173	125	104	120	104	2427597

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Fluffy Scarf	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Wool Bow		
	Sacred Scarf		
TYPE	Yellow Silk		
	Thunder Dust		

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No.136 Flame ♂♀

Flareon



TYPE FIRE

ABILITY Flash Fire

FAVORITE GUMMI Red Gummi

TERRAIN Lava

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 70%

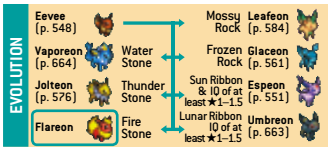
DAMAGE DEALT BY SIZEBUST ORB 35

BASE EXP. 35

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- Dark Crater B1F–Deep B9, B11–B14F
- Giant Volcano 1–19F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

MOVE LIST

LV1	Tail Whip	TM	Overheat	TM	Roar		
LV1	Tackle	TM	Will-O-Wisp	TM	Protect		
LV1	Helping Hand	TM	Return	TM	Substitute		
LV8	Sand-Attack	TM	Flamethrower	TM	Hidden Power		
LV15	Ember	TM	Facade	TM	Attract		
LV22	Quick Attack	TM	Giga Impact	TM	Frustration		
LV29	Bite	TM	Endure	TM	Captivate		
LV36	Fire Spin	TM	Natural Gift	HM	Rock Smash		
LV43	Fire Fang	TM	Shadow Ball	HM	Strength		
LV50	Last Resort	TM	Vacuum-Cut				
LV57	Smog	TM	Wide Slash				
LV64	Scary Face	TM	Fire Blast				
LV71	Fire Blast	TM	Toxic				
LV78	Lava Plume	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				
TM	Dig	TM	Hyper Beam				
TM	Swagger	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Fire Collar	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Red Silk		
	Fire Dust		



No.419 Sea Weasel ♂♀

Floatzel



TYPE WATER

ABILITY Swift Swim

FAVORITE GUMMI Blue Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

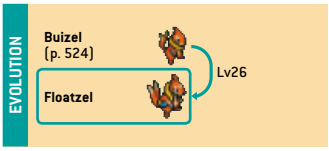
DAMAGE DEALT BY SIZEBUST ORB 36

BASE EXP. 81

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- Crystal Crossing B1–B7F
- Zero Isle South B76–B80F
- Destiny Tower 76–80F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	18	18	9	16	6	0
10	45	24	15	23	12	1516
20	64	30	20	30	19	34134
30	75	41	28	39	27	106767
40	90	55	43	54	42	263144
50	100	61	50	61	49	511460
60	106	69	57	68	56	856208
70	116	79	67	78	66	1205321
80	126	89	77	88	76	1555132
90	136	99	87	98	86	1905638
100	146	109	97	108	96	2256883

MOVE LIST

LV1	SonicBoom	TM	Swagger	TM	Hyper Beam		
LV1	Quick Attack	TM	Return	TM	Secret Power		
LV1	Growl	TM	Facade	TM	Bulk Up		
LV1	Water Sport	TM	Brick Break	TM	Blizzard		
LV2	Ice Fang	TM	Focus Blast	TM	Roar		
LV3	Quick Attack	TM	Focus Punch	TM	Protect		
LV6	Water Gun	TM	Giga Impact	TM	Substitute		
LV10	Pursuit	TM	Endure	TM	Water Pulse		
LV15	Swift	TM	Brine	TM	Hidden Power		
LV21	Aqua Jet	TM	Natural Gift	TM	Attract		
LV26	Crunch	TM	Payback	TM	Frustration		
LV29	Agility	TM	Vacuum-Cut	TM	Captivate		
LV39	Whirlpool	TM	Wide Slash	TM	Ice Beam		
LV50	Razor Wind	TM	Taunt	HM	Rock Smash		
TM	Iron Tail	TM	Toxic	HM	Strength		
TM	Dig	TM	Sleep Talk	HM	Waterfall		
TM	Torment	TM	Rest	HM	Surf		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Float-Fang	TYPE	Aqua Gem
	Float-Card		Aqua Globe
	Rescue Rock		
	Float Aid		
EVOLUTION	Buizel Fang		
	Buizel Card		
	Swimmer Rock		
	Screw Torc		
TYPE	Blue Silk		
	Water Dust		



No.330 Mystic ♂♀

Flygon



TYPE GROUND · DRAGON

ABILITY Levitate

FAVORITE GUMMI Brown Gummi, Royal Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

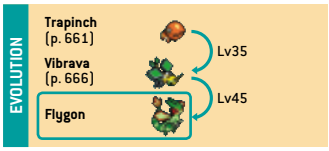
DAMAGE DEALT BY SIZEBUST ORB 47

BASE EXP. 84

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- Mystifying Forest 1–13F
- Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- Mt. Mistral 1–19F
- Mystery Jungle 1–29F
- Barren Valley 1F–Deep 5F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	10	2	7	2	0
10	51	17	7	14	7	1567
20	61	27	14	24	14	35283
30	75	41	28	38	28	110358
40	96	56	43	53	43	271995
50	111	62	48	59	49	528662
60	116	68	54	64	54	885006
70	126	78	64	74	64	1245862
80	136	88	74	84	74	1607438
90	146	98	84	94	84	1969733
100	156	108	94	104	94	2332792

MOVE LIST

LV1	Sand-Attack	TM	Rock Slide	TM	Dragon Claw	HM	Defog
LV1	Sand Tomb	TM	Return	TM	U-turn	HM	Fly
LV1	SonicBoom	TM	Flamethrower	TM	Sleep Talk		
LV1	Faint Attack	TM	Facade	TM	Rest		
LV9	Sand-Attack	TM	Giga Impact	TM	Hyper Beam		
LV17	Faint Attack	TM	Giga Drain	TM	Steel Wing		
LV25	Sand Tomb	TM	Silver Wind	TM	Roost		
LV33	Supersonic	TM	Endure	TM	Secret Power		
LV35	DragonBreath	TM	Earthquake	TM	Protect		
LV41	Screech	TM	Natural Gift	TM	Substitute		
LV45	Dragon Claw	TM	Vacuum-Cut	TM	Hidden Power		
LV49	Sandstorm	TM	Wide Slash	TM	Attract		
LV57	Hyper Beam	TM	Stone Edge	TM	Frustration		
LV72	Draco Meteor	TM	SolarBeam	TM	Captivate		
TM	Iron Tail	TM	Fire Blast	TM	Dragon Pulse		
TM	Dig	TM	Aerial Ace	HM	Rock Smash		
TM	Swagger	TM	Toxic	HM	Strength		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Red Glasses	TYPE	Earth Gem
			Terra Globe
			Royal Silk
			Dragon Dust
EVOLUTION	Desert Bow		Dragon Gem
	Vibra Scarf		Dragon Globe
TYPE	Brown Silk		
	Ground Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.205 Bagworm ♂♀



Forretress



TYPE: BUG / STEEL

ABILITY: Sturdy

FAVORITE GUMMI: Green Gummi, Silver Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	116

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- Sealed Ruin B1F–Deep B6F
- Sky Stairway 1–49F
- Zero Isle North B20–B25F
- Zero Isle South B51–B55F
- Destiny Tower 51–55F
- Southern Jungle 2–6F

EVOLUTION
Pineco (p. 617) → Lv31 → Forretress

MOVE LIST

LV1	Selfdestruct	LV62	Magnet Rise	TM	SolarBeam	HM	Rock Smash
LV1	Tackle	LV67	Zap Cannon	TM	Explosion	HM	Strength
LV1	Protect	TM	Dig	TM	Toxic		
LV2	Toxic Spikes	TM	Swagger	TM	Sleep Talk		
LV6	Selfdestruct	TM	Rock Slide	TM	Rest		
LV9	Bug Bite	TM	Return	TM	Hyper Beam		
LV12	Take Down	TM	Facade	TM	Light Screen		
LV17	Rapid Spin	TM	Giga Impact	TM	Secret Power		
LV20	Bide	TM	Giga Drain	TM	Protect		
LV23	Natural Gift	TM	Endure	TM	Substitute		
LV28	Spikes	TM	Earthquake	TM	Hidden Power		
LV31	Mirror Shot	TM	Natural Gift	TM	Attract		
LV33	Payback	TM	Payback	TM	Frustration		
LV38	Iron Defense	TM	Gyro Ball	TM	Captivate		
LV38	Explosion	TM	Vacuum-Cut	TM	Flash Cannon		
LV50	Gyro Ball	TM	Wide Slash	TM	Reflect		
LV55	Double-Edge	TM	Stealth Rock	TM	Rock Polish		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	11	6	11	6	0
10	40	18	12	18	12	1593
20	55	28	20	28	20	35869
30	71	40	27	39	27	112192
40	91	60	57	59	57	276515
50	101	70	67	69	67	537448
60	111	80	77	79	77	899713
70	121	90	87	89	87	1266565
80	131	100	97	99	97	1634150
90	141	110	107	109	107	2002466
100	151	120	117	119	117	237155

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Dense Poncho	Guard Gem
		Defend Globe
		Iron Silk
		Steel Dust
EVOLUTION	Robust Bow	Metal Gem
		Steel Globe
TYPE	Green Silk	
	Wonder Dust	

No.478 Snow Land ♀ Only



Froslass



TYPE: ICE / GHOST

ABILITY: Snow Cloak

FAVORITE GUMMI: Clear Gummi, Purple Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	117

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- Crystal Crossing B9–B13F
- Crevice Cave Pit (Lower B5F)

EVOLUTION
Snorunt (p. 646) → Lv42 → Glalie (p. 561)
Glalie (p. 561) → ♀ & Dawn Stone → Froslass

MOVE LIST

LV1	Astonish	TM	Return	TM	Thunder Wave	TM	Avalanche
LV1	Double Team	TM	Thunder	TM	Toxic	TM	Dream Eater
LV1	Powder Snow	TM	Facade	TM	Fling	TM	Ice Beam
LV1	Leer	TM	Giga Impact	TM	Sleep Talk		
LV4	Double Team	TM	Endure	TM	Rest		
LV10	Astonish	TM	Psychic	TM	Hyper Beam		
LV13	Icy Wind	TM	Embargo	TM	Light Screen		
LV19	Confuse Ray	TM	Psych Up	TM	Secret Power		
LV22	Ominous Wind	TM	Natural Gift	TM	Blizzard		
LV28	Wake-Up Slap	TM	Payback	TM	Flash		
LV31	Captivate	TM	Shadow Ball	TM	Protect		
LV37	Ice Shard	TM	Thunderbolt	TM	Substitute		
LV40	Hail	TM	Vacuum-Cut	TM	Water Pulse		
LV51	Blizzard	TM	Safeguard	TM	Hidden Power		
LV59	Destiny Bond	TM	Wide Slash	TM	Attract		
TM	Torment	TM	Taunt	TM	Frustration		
TM	Swagger	TM	Shock Wave	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	16	17	16	15	0
10	54	23	22	23	20	1654
20	64	36	27	36	24	37229
30	74	46	31	46	28	116447
40	98	70	55	70	52	287001
50	124	80	65	80	62	557829
60	134	90	75	90	72	933832
70	144	100	85	100	82	1314596
80	154	110	95	110	92	1696121
90	164	120	105	120	102	2078404
100	174	130	115	130	112	2461493

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Froslass Bow	Icy Gem
		Icy Globe
		Purple Silk
		Shady Dust
EVOLUTION	Chilly Hat	Shadow Gem
	Hail Scarf	Nether Globe
TYPE	Clear Silk	
	Icy Dust	

See p.681 for its stats when it appears as a dungeon boss

No.162 Long Body ♂♀



Furret



TYPE: NORMAL

ABILITY: Run Away, Keen Eye

FAVORITE GUMMI: White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	77

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- Sky Peak 6th Station Pass 4F–Sky Peak Summit Pass 5F
- Mt. Travail 1–19F
- Zero Isle West B16–B20F
- Zero Isle South B61–B63F
- Destiny Tower 61–63F

EVOLUTION
Sentret (p. 636) → Lv15 → Furret

MOVE LIST

LV1	Quick Attack	TM	Dig	TM	Wide Slash	TM	Attract
LV1	Scratch	TM	Swagger	TM	SolarBeam	TM	Frustration
LV1	Defense Curl	TM	Return	TM	Charge Beam	TM	Captivate
LV1	Foresight	TM	Flamethrower	TM	Shock Wave	TM	Ice Beam
LV4	Defense Curl	TM	Thunder	TM	Toxic	HM	Cut
LV7	Quick Attack	TM	Facade	TM	Thief	HM	Rock Smash
LV13	Fury Swipes	TM	Brick Break	TM	U-turn	HM	Strength
LV17	Helping Hand	TM	Focus Blast	TM	Fling	HM	Surf
LV21	Follow Me	TM	Focus Punch	TM	Sleep Talk		
LV28	Slam	TM	Giga Impact	TM	Rest		
LV32	Rest	TM	Grass Knot	TM	Hyper Beam		
LV36	Sucker Punch	TM	Endure	TM	Secret Power		
LV42	Amnesia	TM	Natural Gift	TM	Blizzard		
LV46	Baton Pass	TM	Shadow Claw	TM	Protect		
LV50	Me First	TM	Shadow Ball	TM	Substitute		
LV56	Hyper Voice	TM	Thunderbolt	TM	Water Pulse		
TM	Iron Tail	TM	Vacuum-Cut	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	16	3	18	9	0
10	39	25	12	24	15	1487
20	56	35	22	32	25	33481
30	78	45	32	39	35	104724
40	98	53	41	46	45	258109
50	108	59	48	53	52	501674
60	113	66	55	60	59	839825
70	123	76	65	70	69	1182259
80	133	86	75	80	79	1525377
90	143	96	85	90	89	1869177
100	153	106	95	100	99	2213701

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Body Collar	White Gem
		Joy Globe
EVOLUTION	Sentret Ruff	
TYPE	White Silk	
	Normal Dust	

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No.444 Cave ♂♀



Gabite

♥5



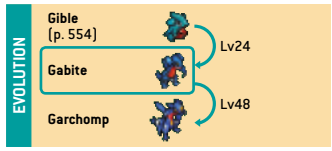
TYPE DRAGON / GROUND

ABILITY Sand Veil

FAVORITE GUMMI Royal Gummi, Brown Gummi

LOCATION
- ● Dusk Forest 1–8F
- ● Labyrinth Cave B10F
- ♥ Sky Stairway 1–10F
- ● Zero Isle Center B21–B35F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Flamethrower	TM	Roar		
LV1	Tackle	TM	Facade	TM	Protect		
LV3	Sand-Attack	TM	Endure	TM	Substitute		
LV7	Dragon Rage	TM	Earthquake	TM	Hidden Power		
LV13	Sandstorm	TM	Natural Gift	TM	Attract		
LV15	Take Down	TM	Shadow Claw	TM	Frustration		
LV19	Sand Tomb	TM	Vacuum-Cut	TM	Captivate		
LV28	Slash	TM	Wide Slash	TM	Dragon Pulse		
LV33	Dragon Claw	TM	Stealth Rock	HM	Cut		
LV40	Dig	TM	Stone Edge	HM	Rock Smash		
LV49	Dragon Rush	TM	Fire Blast	HM	Strength		
LV72	Draco Meteor	TM	Aerial Ace	HM	Rock Climb		
TM	Iron Tail	TM	Toxic				
TM	Dig	TM	Dragon Claw				
TM	Swagger	TM	Sleep Talk				
TM	Rock Slide	TM	Rest				
TM	Return	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	18	29	16	30	0
10	71	25	34	25	34	2892
20	91	34	41	35	41	37018
30	108	39	44	45	45	111130
40	115	48	52	53	53	268929
50	120	58	62	63	63	518603
60	125	68	72	73	73	864643
70	135	78	82	83	83	1215046
80	145	88	92	93	93	1566145
90	155	98	102	103	103	1917939
100	165	108	112	113	113	2270471

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gabite Claw		Speed Tag
	Gabite Fang		Mach Scarf
	Star Rock	TYPE	Royal Silk
	Meteor Torc		Dragon Dust
EVOLUTION	Gible Fang		Dragon Gem
	Gible Card		Dragon Globe
	Dragon Jewel		Brown Silk
	Dragon Tie		Ground Dust
	Gar-Claw		Earth Gem
	Gar-Fang		Terra Globe

See p.681 for its stats when it appears as a dungeon boss; IQ must be at least ★3–3.5 to know or learn Hydro Cannon

No.475 Blade ♂ Only



Gallade

♥0

FOOTPRINT



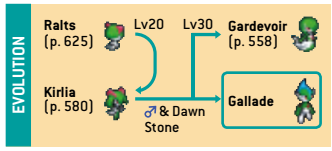
TYPE PSYCHIC / FIGHTING

ABILITY Steadfast

FAVORITE GUMMI Gold Gummi, Orange Gummi

LOCATION
- ♥ Spacial Rift B1–B9F
- ● Southeastern Islands B1–B24F
- ● Zero Isle North B61–B74F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Double Team	TM	Return	TM	Taunt	TM	Calm Mind
LV1	Teleport	TM	Facade	TM	Aerial Ace	TM	Hidden Power
LV1	Leer	TM	Brick Break	TM	Swords Dance	TM	Attract
LV1	Confusion	TM	Focus Blast	TM	Shock Wave	TM	Frustration
LV3	Night Slash	TM	Focus Punch	TM	Thunder Wave	TM	Captivate
LV4	Leaf Blade	TM	Giga Impact	TM	Poison Jab	TM	Dream Eater
LV6	Confusion	TM	Grass Knot	TM	Toxic	TM	Recycle
LV10	Double Team	TM	Endure	TM	Trick Room	TM	Reflect
LV12	Teleport	TM	Psychic	TM	Drain Punch	HM	Cut
LV17	Fury Cutter	TM	Psych Up	TM	Thief	HM	Rock Smash
LV22	Slash	TM	X-Scissor	TM	Fling	HM	Strength
LV25	Swords Dance	TM	Earthquake	TM	Sleep Talk		
LV31	Psycho Cut	TM	Natural Gift	TM	Rest		
LV36	Helping Hand	TM	Shadow Ball	TM	Hyper Beam		
LV39	Feint	TM	Thunderbolt	TM	Light Screen		
LV45	False Swipe	TM	Vacuum-Cut	TM	Secret Power		
LV50	Protect	TM	Safeguard	TM	Bulk Up		
LV53	Close Combat	TM	Wide Slash	TM	Flash		
TM	Torment	TM	Skill Swap	TM	Protect		
TM	Swagger	TM	Stone Edge	TM	Substitute		
TM	Rock Slide	TM	Charge Beam	TM	False Swipe		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	18	10	12	10	0
10	58	25	15	19	15	1409
20	78	35	20	29	20	31714
30	90	45	24	39	24	99198
40	100	54	30	49	31	244489
50	105	59	35	54	36	475200
60	110	65	41	59	41	795507
70	120	75	51	69	51	1119871
80	130	85	61	79	61	1444882
90	140	95	71	89	71	1770540
100	150	105	81	99	81	2096883

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gallant Torc		Psyche Gem
			Psyche Globe
		TYPE	Orange Silk
			Courage Dust
EVOLUTION	Sensing Hat		Fight Gem
	Magical Bow		Power Globe
	Caring Scarf		
TYPE	Gold Silk		
	Psyche Dust		

No.445 Mach ♂♀



Garchomp

♥1



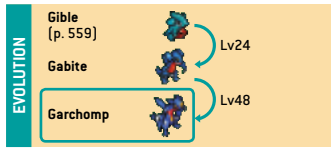
TYPE DRAGON / GROUND

ABILITY Sand Veil

FAVORITE GUMMI Royal Gummi, Brown Gummi

LOCATION
- ● Hidden Land 1F–Highland 8F
- ♥ Shimmer Desert 3–8F
- ● Treacherous Waters B16–B19F
- ● Zero Isle South B81–B86F
- ● Zero Isle Center B36–B49F
- ● Destiny Tower 81–86F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	107

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sandstorm	TM	Flamethrower	TM	Hyper Beam		
LV1	Sand-Attack	TM	Facade	TM	Secret Power		
LV1	Tackle	TM	Brick Break	TM	Roar		
LV1	Dragon Rage	TM	Giga Impact	TM	Protect		
LV2	Fire Fang	TM	Endure	TM	Substitute		
LV3	Sand-Attack	TM	Earthquake	TM	False Swipe		
LV7	Dragon Rage	TM	Natural Gift	TM	Hidden Power		
LV13	Sandstorm	TM	Shadow Claw	TM	Attract		
LV15	Take Down	TM	Vacuum-Cut	TM	Frustration		
LV19	Sand Tomb	TM	Wide Slash	TM	Captivate		
LV28	Slash	TM	Stealth Rock	TM	Dragon Pulse		
LV33	Dragon Claw	TM	Stone Edge	HM	Cut		
LV40	Dig	TM	Fire Blast	HM	Rock Smash		
LV48	Crunch	TM	Aerial Ace	HM	Strength		
LV55	Dragon Rush	TM	Swords Dance	HM	Surf		
LV72	Draco Meteor	TM	Poison Jab	HM	Rock Climb		
TM	Iron Tail	TM	Toxic				
TM	Dig	TM	Dragon Claw				
TM	Swagger	TM	Fling				
TM	Rock Slide	TM	Sleep Talk				
TM	Return	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	20	29	15	30	0
10	71	27	34	24	34	2892
20	91	36	41	34	41	37018
30	108	41	44	44	45	111130
40	115	50	52	52	53	268929
50	120	60	62	62	63	518603
60	125	70	72	72	73	864643
70	135	80	82	82	83	1215046
80	145	90	92	92	93	1566145
90	155	100	102	102	103	1917939
100	165	110	112	112	113	2270471

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gar-Claw		Star Rock
	Gar-Fang		Meteor Torc
	Speed Tag		Royal Silk
	Mach Scarf		Dragon Dust
EVOLUTION	Gible Fang		Dragon Gem
	Gible Card		Dragon Globe
	Dragon Jewel		Brown Silk
	Dragon Tie		Ground Dust
	Gabite Claw		Earth Gem
	Gabite Fang		Terra Globe

IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.282 Embrace ♂♀



Gardevoir

TYPE: PSYCHIC

ABILITY: Synchronize / Trace

FAVORITE GUMMI: Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	83

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Southeastern Islands B1–B24F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	34	11	13	15	13	0
10	52	18	18	22	18	1409
20	72	28	23	32	23	31714
30	84	38	27	42	27	99198
40	94	47	33	52	34	244489
50	99	52	38	57	39	475200
60	104	58	44	62	44	795507
70	114	68	54	72	54	1119871
80	124	78	64	82	64	1444882
90	134	88	74	92	74	1770540
100	144	98	84	102	84	2096883

MOVE LIST

LV1	Double Team	*2	Confusion	TM	Wide Slash	TM	Substitute
LV1	Teleport	TM	Torment	TM	Skill Swap	TM	Calm Mind
LV1	Growl	TM	Swagger	TM	Charge Beam	TM	Hidden Power
LV1	Confusion	TM	Energy Ball	TM	Taunt	TM	Attract
LV3	Healing Wish	TM	Return	TM	Shock Wave	TM	Frustration
LV6	Confusion	TM	Facade	TM	Thunder Wave	TM	Captivate
LV10	Double Team	TM	Focus Blast	TM	Toxic	TM	Dream Eater
LV12	Teleport	TM	Giga Impact	TM	Trick Room	TM	Recycle
LV17	Wish	TM	Grass Knot	TM	Thief	TM	Reflect
LV22	Magical Leaf	TM	Endure	TM	Fling		
LV25	Calm Mind	TM	Psychic	TM	Sleep Talk		
LV33	Psychic	TM	Psych Up	TM	Rest		
LV40	Imprison	TM	Natural Gift	TM	Hyper Beam		
LV45	Future Sight	TM	Shadow Ball	TM	Light Screen		
LV53	Captivate	TM	Thunderbolt	TM	Secret Power		
LV60	Hypnosis	TM	Vacuum-Cut	TM	Flash		
LV65	Dream Eater	TM	Safeguard	TM	Protect		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Caring Scarf	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Sensing Hat		
	Magical Bow		
	Gallant Torc		
TYPE	Gold Silk		
	Psyche Dust		

See p.681 for its stats as an ally. *2 During Special Episode 4



No.92 Gas ♂♀



Gastly

TYPE: GHOST / POISON

ABILITY: Levitate

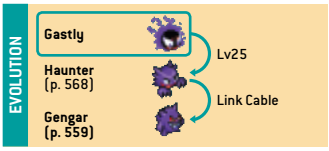
FAVORITE GUMMI: Purple Gummi / Pink Gummi

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	65

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Dark Hill 1–6F
- Sky Stairway 1–15F
- Inferno Cave B1–B10F
- Dark Wasteland 1–4F
- Temporal Tower 1F–Spire 10F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	8	6	0
10	49	16	14	15	11	1404
20	59	26	20	25	17	31619
30	85	40	29	40	29	98900
40	95	49	35	50	37	243754
50	100	54	40	55	42	473773
60	105	60	46	60	47	793118
70	115	70	56	70	57	1116507
80	125	80	66	80	67	1440541
90	135	90	76	90	77	1765221
100	145	100	86	100	87	2090584

MOVE LIST

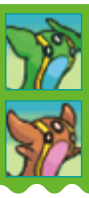
LV1	Hypnosis	TM	Energy Ball	TM	Taunt	EGG	Grudge
LV1	Lick	TM	Will-O-Wisp	TM	Toxic	EGG	ThunderPunch
LV5	Spite	TM	Return	TM	Trick Room	EGG	Haze
LV8	Mean Look	TM	Facade	TM	Thief	EGG	Psywave
LV12	Curse	TM	Giga Drain	TM	Sleep Talk	EGG	Explosion
LV15	Night Shade	TM	Endure	TM	Rest	EGG	Fire Punch
LV19	Confuse Ray	TM	Psychic	TM	Secret Power	EGG	Perish Song
LV22	Sucker Punch	TM	Embargo	TM	Sludge Bomb	EGG	Ice Punch
LV26	Payback	TM	Psych Up	TM	Protect		
LV29	Shadow Ball	TM	Natural Gift	TM	Substitute		
LV33	Dream Eater	TM	Payback	TM	Hidden Power		
LV36	Dark Pulse	TM	Shadow Ball	TM	Attract		
LV40	Destiny Bond	TM	Thunderbolt	TM	Frustration		
LV43	Nightmare	TM	Vacuum-Cut	TM	Captivate		
TM	Dark Pulse	TM	Wide Slash	TM	Dream Eater		
TM	Torment	TM	Skill Swap	EGG	Astonish		
TM	Swagger	TM	Explosion	EGG	Will-O-Wisp		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gastly Veil	TYPE	Shadow Gem
			Nether Globe
			Pink Silk
			Poison Dust
EVOLUTION	Slip Scarf		Poison Gem
	Sunglasses		Poison Globe
TYPE	Purple Silk		
	Shady Dust		



No.423 Sea Slug ♂♀



Gastrodon

TYPE: WATER / GROUND

ABILITY: Sticky Hold / Storm Drain

FAVORITE GUMMI: Blue Gummi / Brown Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	53–83

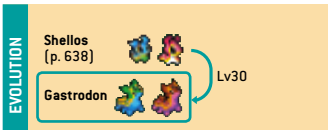
HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

(East Sea)
- Side Path B1–B5F
- Craggy Coast B1–B9F
- Treacherous Waters B1–B15 F (odd floors only)

(West Sea)
- Brine Cave B1F–Lower B1F
- Treacherous Waters B2–B14F (even floors only)

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	14	7	14	7	0
10	38	21	12	21	12	1497
20	64	36	23	36	23	33706
30	94	49	43	51	43	105428
40	119	58	50	61	50	259843
50	126	63	55	66	55	505044
60	131	69	61	71	60	845467
70	141	79	71	81	70	1190201
80	151	89	81	91	80	1535623
90	161	99	91	101	90	1881733
100	171	109	101	111	100	2228571

MOVE LIST

LV1	Harden	TM	Facade	TM	Protect		
LV1	Mud Sport	TM	Giga Impact	TM	Substitute		
LV1	Mud-Slap	TM	Endure	TM	Water Pulse		
LV1	Water Pulse	TM	Brine	TM	Hidden Power		
LV2	Mud Sport	TM	Earthquake	TM	Attract		
LV4	Harden	TM	Natural Gift	TM	Frustration		
LV7	Water Pulse	TM	Vacuum-Cut	TM	Captivate		
LV11	Mud Bomb	TM	Wide Slash	TM	Ice Beam		
LV16	Hidden Power	TM	Stone Edge	HM	Rock Smash		
LV22	Rain Dance	TM	Toxic	HM	Strength		
LV29	Body Slam	TM	Sleep Talk	HM	Waterfall		
LV41	Muddy Water	TM	Rest	HM	Surf		
LV54	Recover	TM	Hyper Beam				
TM	Dig	TM	Secret Power				
TM	Swagger	TM	Blizzard				
TM	Rock Slide	TM	Flash				
TM	Return	TM	Sludge Bomb				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gastro-Torc	TYPE	Aqua Gem
			Aqua Globe
			Brown Silk
			Ground Dust
EVOLUTION	Awake Bow		Earth Gem
			Terra Globe
TYPE	Blue Silk		
	Water Dust		

TM Flash can be used by Gastrodon (East Sea) only. Base Exp. Value is 53 for Gastrodon (East Sea), 83 for Gastrodon (West Sea)

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No.94 Shadow ♂♀



Gengar



♥ 0

TYPE GHOST / POISON

ABILITY Levitate

FAVORITE GUMMI Purple Gummi, Pink Gummi

LOCATION
- ● Dark Hill 12–15F
- ♥ Sky Stairway 30–49F
- ● Inferno Cave B21–B29F
- ● Zero Isle North B65–B74F
- ■ Dark Ice Mountain 1F–Peak 4F
- ■ Icicle Forest 1–10F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION



Gastly (p. 558) → Lv25 → Haunter (p. 568) → Link Cable → Gengar

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Spite	TM	Torment	TM	Payback	TM	Hyper Beam
LV1	Hypnosis	TM	Swagger	TM	Shadow Claw	TM	Secret Power
LV1	Lick	TM	Energy Ball	TM	Shadow Ball	TM	Sludge Bomb
LV5	Spite	TM	Will-O-Wisp	TM	Thunderbolt	TM	Protect
LV8	Mean Look	TM	Return	TM	Vacuum-Cut	TM	Substitute
LV12	Curse	TM	Thunder	TM	Wide Slash	TM	Hidden Power
LV15	Night Shade	TM	Facade	TM	Skill Swap	TM	Attract
LV19	Confuse Ray	TM	Brick Break	TM	Explosion	TM	Frustration
LV22	Sucker Punch	TM	Focus Blast	TM	Taunt	TM	Captivate
LV25	Shadow Punch	TM	Focus Punch	TM	Poison Jab	TM	Dream Eater
LV28	Payback	TM	Giga Impact	TM	Toxic	HM	Rock Smash
LV33	Shadow Ball	TM	Giga Drain	TM	Trick Room	HM	Strength
LV39	Dream Eater	TM	Endure	TM	Drain Punch		
LV44	Dark Pulse	TM	Psychic	TM	Thief		
LV50	Destiny Bond	TM	Embargo	TM	Fling		
LV55	Nightmare	TM	Psych Up	TM	Sleep Talk		
TM	Dark Pulse	TM	Natural Gift	TM	Rest		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	8	6	0
10	49	16	14	15	11	1404
20	59	26	20	25	17	31619
30	85	40	29	40	29	98900
40	95	49	35	50	37	243754
50	100	54	40	55	42	473773
60	105	60	46	60	47	793118
70	115	70	56	70	57	1116507
80	125	80	66	80	67	1440541
90	135	90	76	90	77	1765221
100	145	100	86	100	87	2090584

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sunglasses	TYPE	Shadow Gem
			Nether Globe
			Pink Silk
			Poison Dust
EVOLUTION	Gastly Veil		Poison Gem
	Sacred Scarf		Poison Globe
TYPE	Purple Silk		
	Shady Dust		

No.74 Rock ♂♀



Geodude



♥ 5

TYPE ROCK / GROUND

ABILITY Rock Head, Sturdy

FAVORITE GUMMI Gray Gummi, Brown Gummi

LOCATION
- ♥ Mt. Bristle 1–9F
- ● Zero Isle South B15–B17F
- ■ Fortune Ravine B1–B4F

EVOLUTION



Geodude → Lv25 → Graveler (p. 565) → Link Cable → Golem (p. 564)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	23

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Flamethrower	TM	Rest		
LV1	Defense Curl	TM	Facade	TM	Secret Power		
LV4	Mud Sport	TM	Brick Break	TM	Protect		
LV8	Rock Polish	TM	Focus Punch	TM	Substitute		
LV11	Rock Throw	TM	Endure	TM	Hidden Power		
LV15	Magnitude	TM	Earthquake	TM	Attract		
LV18	Selfdestruct	TM	Natural Gift	TM	Frustration		
LV22	Rollout	TM	Gyro Ball	TM	Captivate		
LV25	Rock Blast	TM	Vacuum-Cut	TM	Rock Polish		
LV29	Earthquake	TM	Wide Slash	HM	Rock Smash		
LV32	Explosion	TM	Stealth Rock	HM	Strength		
LV36	Double-Edge	TM	Stone Edge	HM	Rock Climb		
LV39	Stone Edge	TM	Explosion	EGG	Hammer Arm		
TM	Dig	TM	Fire Blast	EGG	Rock Slide		
TM	Swagger	TM	Toxic	EGG	Flail		
TM	Rock Slide	TM	Fling	EGG	Block		
TM	Return	TM	Sleep Talk	EGG	Mega Punch		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	13	5	15	5	0
10	43	20	12	22	12	1616
20	63	30	22	32	22	36376
30	83	40	32	42	32	113777
40	112	50	41	52	41	280421
50	124	56	45	56	45	545041
60	134	66	55	66	55	912424
70	144	76	65	76	65	1284460
80	154	86	75	86	75	1657238
90	164	96	85	96	85	2030758
100	174	106	95	106	95	2405064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Geodude Torc	TYPE	Stone Gem
			Rock Globe
			Brown Silk
			Ground Dust
EVOLUTION	Rocky Torc		Earth Gem
	Rugged Sash		Terra Globe
TYPE	Gray Silk		
	Rock Dust		

No.443 Land Shark ♂♀



Gible



♥ 5

TYPE DRAGON / GROUND

ABILITY Sand Veil

FAVORITE GUMMI Royal Gummi, Brown Gummi

LOCATION
- ♥ Landslide Cave B1–B12F
- ● Zero Isle Center B1–B20F

EVOLUTION



Gible → Lv24 → Gabite (p. 557) → Lv48 → Garchomp (p. 557)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Endure	TM	Substitute	EGG	Body Slam
LV3	Sand-Attack	TM	Earthquake	TM	Hidden Power	EGG	Metal Claw
LV7	Dragon Rage	TM	Natural Gift	TM	Attract	EGG	DragonBreath
LV13	Sandstorm	TM	Shadow Claw	TM	Frustration		
LV15	Take Down	TM	Vacuum-Cut	TM	Captivate		
LV19	Sand Tomb	TM	Wide Slash	TM	Dragon Pulse		
LV25	Slash	TM	Stealth Rock	HM	Cut		
LV27	Dragon Claw	TM	Stone Edge	HM	Rock Smash		
LV31	Dig	TM	Fire Blast	HM	Strength		
LV37	Dragon Rush	TM	Aerial Ace	HM	Rock Climb		
LV72	Draco Meteor	TM	Toxic	EGG	Iron Head		
TM	Dig	TM	Dragon Claw	EGG	Thrash		
TM	Swagger	TM	Sleep Talk	EGG	Outrage		
TM	Rock Slide	TM	Rest	EGG	Scary Face		
TM	Return	TM	Secret Power	EGG	Double-Edge		
TM	Flamethrower	TM	Roar	EGG	Sand Tomb		
TM	Facade	TM	Protect	EGG	Twister		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	14	12	12	13	0
10	62	21	17	21	17	2892
20	82	30	24	31	24	37018
30	99	35	27	41	28	111130
40	106	44	35	49	36	268929
50	111	54	45	59	46	518603
60	116	64	55	69	56	864643
70	126	74	65	79	66	1215046
80	136	84	75	89	76	1566145
90	146	94	85	99	86	1917939
100	156	104	95	109	96	2270471

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gible Fang		Speed Tag
	Gible Card		Mach Scarf
	Dragon Jewel	TYPE	Royal Silk
	Dragon Tie		Dragon Dust
EVOLUTION	Gabite Claw		Dragon Gem
	Gabite Fang		Dragon Globe
	Star Rock		Brown Silk
	Meteor Torc		Ground Dust
	Gar-Claw		Earth Gem
	Gar-Fang		Terra Globe

IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.203 Long Neck ♂♀



Girafarig

♥4

TYPE NORMAL / PSYCHIC

ABILITY Inner Focus / Early Bird

FAVORITE GUMMI White Gummi / Gold Gummi

LOCATION
- ♥ Amp Plains 5F–Far 2F
- ♥ Shimmer Hill 1–17F
- ● Southeastern Islands B1–B24F
- ● Destiny Tower 70–75F

EVOLUTION



Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	90

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	TM	Swagger	TM	Shock Wave	TM	Dream Eater
LV1	Tackle	TM	Energy Ball	TM	Thunder Wave	TM	Recycle
LV1	Growl	TM	Return	TM	Toxic	TM	Reflect
LV3	Confusion	TM	Thunder	TM	Trick Room	HM	Rock Smash
LV3	Power Swap	TM	Facade	TM	Thief	HM	Strength
LV4	Guard Swap	TM	Grass Knot	TM	Sleep Talk	EGG	Psych Up
LV5	Odor Sleuth	TM	Endure	TM	Rest	EGG	Take Down
LV10	Stomp	TM	Psychic	TM	Light Screen	EGG	Amnesia
LV14	Agility	TM	Psych Up	TM	Secret Power	EGG	Double Kick
LV19	Psybeam	TM	Earthquake	TM	Flash	EGG	Wish
LV23	Baton Pass	TM	Natural Gift	TM	Protect	EGG	Beat Up
LV28	Assurance	TM	Shadow Ball	TM	Substitute	EGG	Magic Coat
LV32	Double Hit	TM	Thunderbolt	TM	Calm Mind	EGG	Foresight
LV37	Psychic	TM	Vacuum-Cut	TM	Hidden Power	EGG	Mirror Coat
LV41	Zen Headbutt	TM	Wide Slash	TM	Attract	EGG	Future Sight
LV46	Crunch	TM	Skill Swap	TM	Frustration		
TM	Iron Tail	TM	Charge Beam	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	39	15	8	15	8	0
10	48	22	13	22	13	1618
20	59	33	19	33	19	36433
30	79	53	39	53	39	113956
40	98	63	49	63	49	280861
50	108	73	59	73	59	545895
60	118	83	69	83	69	913853
70	128	93	79	93	79	1286471
80	138	103	89	103	89	1659833
90	148	113	99	113	99	2033938
100	158	123	109	123	109	2408831

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Reverse Bow	TYPE	White Gem
			Joy Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
EVOLUTION			Psyche Globe
TYPE	White Silk		
	Normal Dust		



No.487 Renegade Unknown



Giratina (Altered Forme)

♥X

TYPE GHOST / DRAGON

ABILITY Pressure

FAVORITE GUMMI Purple Gummi / Royal Gummi

LOCATION
- ● World Abyss Pit (30F)
- * Does not appear once recruited

EVOLUTION



Does not evolve

TERRAIN	Regular
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	44
BASE EXP.	0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scary Face	TM	Thunder	TM	Charge Beam	TM	Dream Eater
LV1	DragonBreath	TM	Facade	TM	Aerial Ace	TM	Dragon Pulse
LV10	Ominous Wind	TM	Giga Impact	TM	Shock Wave	HM	Cut
LV30	Dragon Claw	TM	Silver Wind	TM	Thunder Wave	HM	Rock Smash
LV40	ShadowForce	TM	Endure	TM	Toxic	HM	Strength
LV50	Heal Block	TM	Psychic	TM	Dragon Claw	HM	Defog
LV60	Earth Power	TM	Psych Up	TM	Sleep Talk	HM	Fly
LV70	Slash	TM	Earthquake	TM	Rest	HM	Rock Climb
LV72	Draco Meteor	TM	Natural Gift	TM	Hyper Beam		
LV80	Shadow Claw	TM	Payback	TM	Steel Wing		
LV90	Aura Sphere	TM	Shadow Claw	TM	Secret Power		
TM	Iron Tail	TM	Shadow Ball	TM	Roar		
TM	Dark Pulse	TM	Thunderbolt	TM	Protect		
TM	Swagger	TM	Vacuum-Cut	TM	Substitute		
TM	Energy Ball	TM	Safeguard	TM	Calm Mind		
TM	Will-O-Wisp	TM	Wide Slash	TM	Hidden Power		
TM	Return	TM	Stone Edge	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	13	15	25	13	0
10	60	22	24	34	22	1766
20	80	32	34	44	32	39014
30	100	42	44	54	42	121908
40	116	52	54	71	52	300331
50	126	62	64	81	62	583630
60	136	72	74	91	72	976932
70	146	82	84	101	82	1375215
80	156	92	94	111	92	1774292
90	166	102	104	121	102	2174163
100	176	112	114	131	112	2574876

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nether Veil	TYPE	Shadow Gem
			Nether Globe
			Royal Silk
			Dragon Dust
			Dragon Gem
EVOLUTION			Dragon Globe
TYPE	Purple Silk		
	Shady Dust		

See p.681 for its stats when it appears as a dungeon boss; IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.487 Renegade Unknown



Giratina (Origin Forme)

♥X

TYPE GHOST / DRAGON

ABILITY Levitate

FAVORITE GUMMI Purple Gummi / Royal Gummi

LOCATION
(Does not appear in dungeons)

EVOLUTION



Does not evolve

TERRAIN	Air
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	44
BASE EXP.	–

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scary Face	TM	Thunder	TM	Charge Beam	TM	Dream Eater
LV1	DragonBreath	TM	Facade	TM	Aerial Ace	TM	Dragon Pulse
LV10	Ominous Wind	TM	Giga Impact	TM	Shock Wave		
LV30	Dragon Claw	TM	Silver Wind	TM	Thunder Wave		
LV40	ShadowForce	TM	Endure	TM	Toxic		
LV50	Heal Block	TM	Psychic	TM	Dragon Claw		
LV60	Earth Power	TM	Psych Up	TM	Sleep Talk		
LV70	Slash	TM	Earthquake	TM	Rest		
LV72	Draco Meteor	TM	Natural Gift	TM	Hyper Beam		
LV80	Shadow Claw	TM	Payback	TM	Steel Wing		
LV90	Aura Sphere	TM	Shadow Claw	TM	Secret Power		
TM	Iron Tail	TM	Shadow Ball	TM	Roar		
TM	Dark Pulse	TM	Thunderbolt	TM	Protect		
TM	Swagger	TM	Vacuum-Cut	TM	Substitute		
TM	Energy Ball	TM	Safeguard	TM	Calm Mind		
TM	Will-O-Wisp	TM	Wide Slash	TM	Hidden Power		
TM	Return	TM	Stone Edge	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	13	15	25	13	0
10	60	22	24	34	22	1766
20	80	32	34	44	32	39014
30	100	42	44	54	42	121908
40	116	52	54	71	52	300331
50	126	62	64	81	62	583630
60	136	72	74	91	72	976932
70	146	82	84	101	82	1375215
80	156	92	94	111	92	1774292
90	166	102	104	121	102	2174163
100	176	112	114	131	112	2574876

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nether Veil	TYPE	Shadow Gem
			Nether Globe
			Royal Silk
			Dragon Dust
			Dragon Gem
EVOLUTION			Dragon Globe
TYPE	Purple Silk		
	Shady Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.471 Fresh Snow ♂♀



Glaceon



♥ 0

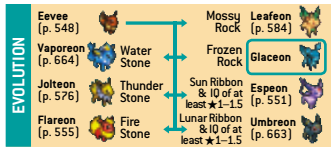
TYPE ICE

ABILITY Snow Cloak

FAVORITE GUMMI Clear Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ● Zero Isle Center B14–B16F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Icy Collar	TYPE	Icy Gem
			Icy Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Clear Silk		
	Icy Dust		

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 70%

DAMAGE DEALT BY SIZEBUST ORB 30

BASE EXP. 35

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Water Pulse		
LV1	Tackle	TM	Facade	TM	Hidden Power		
LV1	Helping Hand	TM	Giga Impact	TM	Attract		
LV8	Sand-Attack	TM	Endure	TM	Frustration		
LV15	Icy Wind	TM	Natural Gift	TM	Captivate		
LV22	Quick Attack	TM	Shadow Ball	TM	Avalanche		
LV29	Bite	TM	Vacuum-Cut	TM	Ice Beam		
LV36	Ice Shard	TM	Wide Slash	HM	Rock Smash		
LV43	Ice Fang	TM	Toxic	HM	Strength		
LV50	Last Resort	TM	Sleep Talk				
LV57	Mirror Coat	TM	Rest				
LV64	Hail	TM	Hyper Beam				
LV71	Blizzard	TM	Secret Power				
LV78	Barrier	TM	Blizzard				
TM	Iron Tail	TM	Roar				
TM	Dig	TM	Protect				
TM	Swagger	TM	Substitute				

No.362 Face ♂♀



Glalie



♥ 1

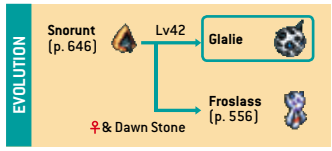
TYPE ICE

ABILITY Inner Focus
Ice Body

FAVORITE GUMMI Clear Gummi

LOCATION
- ♥ Crystal Crossing B8–B13F
- ● Treacherous Waters B16–B19F
- ● Zero Isle North B50–B70F
- ● Zero Isle South B68–B73F
- ● Zero Isle Center B14–B16F
- ■ Dark Ice Mountain Pinnacle (Peak 5F)

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	9	12	10	11	0
10	55	16	17	17	16	1654
20	65	29	22	30	20	37229
30	75	39	26	40	24	116447
40	99	63	50	64	48	287001
50	125	73	60	74	58	557829
60	135	83	70	84	68	933832
70	145	93	80	94	78	1314596
80	155	103	90	104	88	1696121
90	165	113	100	114	98	2078404
100	175	123	110	124	108	2461493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Hail Scarf	TYPE	Icy Gem
			Icy Globe
EVOLUTION	Chilly Hat		
	Froslass Bow		
TYPE	Clear Silk		
	Icy Dust		

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 140%

DAMAGE DEALT BY SIZEBUST ORB 47

BASE EXP. 100

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Double Team	TM	Swagger	TM	Rest		
LV1	Bite	TM	Return	TM	Hyper Beam		
LV1	Powder Snow	TM	Facade	TM	Light Screen		
LV1	Leer	TM	Giga Impact	TM	Secret Power		
LV4	Double Team	TM	Endure	TM	Blizzard		
LV10	Bite	TM	Earthquake	TM	Flash		
LV13	Icy Wind	TM	Natural Gift	TM	Protect		
LV19	Headbutt	TM	Payback	TM	Substitute		
LV22	Protect	TM	Gyro Ball	TM	Water Pulse		
LV28	Ice Fang	TM	Shadow Ball	TM	Hidden Power		
LV31	Crunch	TM	Vacuum-Cut	TM	Attract		
LV37	Ice Beam	TM	Safeguard	TM	Frustration		
LV40	Hail	TM	Wide Slash	TM	Captivate		
LV51	Blizzard	TM	Explosion	TM	Avalanche		
LV59	Sheer Cold	TM	Taunt	TM	Ice Beam		
TM	Dark Pulse	TM	Toxic				
TM	Torment	TM	Sleep Talk				

See p.683 for its stats when it appears as a dungeon boss

No.431 Catty ♂♀



Glameow



♥ 5

FOOTPRINT

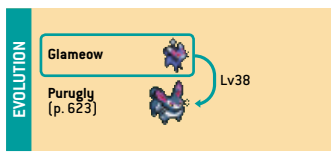
TYPE NORMAL

ABILITY Limber
Own Tempo

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Crystal Crossing B7–B13F
- ● Zero Isle West B6–B10F
- ● Zero Isle South B3–B6F
- ● Destiny Tower 3–6F
- ■ Southern Jungle 4–8F
- ■ Barren Valley 1F–Deep 5F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	12	6	11	2	0
10	48	21	11	20	7	1519
20	68	29	18	28	15	34193
30	98	38	25	38	25	106952
40	113	48	32	48	32	263598
50	118	58	42	53	37	512343
60	123	68	52	58	42	857686
70	133	78	62	68	52	1207402
80	143	88	72	78	62	1557816
90	153	98	82	88	72	1908928
100	163	108	92	98	82	2260779

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Glameow Bow	TYPE	White Gem
			Joy Globe
EVOLUTION	Scary Belt		
TYPE	White Silk		
	Normal Dust		

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 21

BASE EXP. 72

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Fake Out	TM	Thunder	TM	Sleep Talk	EGG	Assurance
LV5	Scratch	TM	Facade	TM	Rest	EGG	Quick Attack
LV8	Growl	TM	Endure	TM	Secret Power		
LV13	Hypnosis	TM	Psych Up	TM	Flash		
LV17	Faint Attack	TM	Natural Gift	TM	Protect		
LV20	Fury Swipes	TM	Payback	TM	Substitute		
LV25	Charm	TM	Shadow Claw	TM	Water Pulse		
LV29	Assist	TM	Shadow Ball	TM	Hidden Power		
LV32	Captivate	TM	Thunderbolt	TM	Attract		
LV37	Slash	TM	Vacuum-Cut	TM	Frustration		
LV41	Sucker Punch	TM	Wide Slash	TM	Captivate		
LV45	Attract	TM	Taunt	TM	Dream Eater		
TM	Iron Tail	TM	Aerial Ace	HM	Cut		
TM	Dig	TM	Shock Wave	EGG	Fake Tears		
TM	Torment	TM	Toxic	EGG	Bite		
TM	Swagger	TM	Thief	EGG	Tail Whip		
TM	Return	TM	U-turn	EGG	Sand-Attack		

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No.207 Flyscorpion ♂♀

5

Gligar



TYPE GROUND / FLYING

ABILITY Hyper Cutter, Sand Veil

FAVORITE GUMMI Brown Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 110%

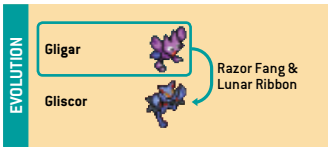
DAMAGE DEALT BY SIZEBUST ORB 47

BASE EXP. 54

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Spacial Rift B6F–Deep B9F
- ● Zero Isle South B31–B35F
- ● Destiny Tower 31–35F
- ■ Deep Star Cave (B5F)

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	25	13	19	17	0
10	62	33	15	29	19	1905
20	82	47	25	39	27	41965
30	102	59	35	49	37	131107
40	122	69	45	59	47	322970
50	142	79	55	69	57	627606
60	161	90	64	78	68	1050526
70	171	100	74	88	78	1478802
80	181	110	84	98	88	1907932
90	191	120	94	108	98	2337917
100	201	130	104	118	108	2768806

MOVE LIST

LV1	Poison Sting	TM	Swagger	TM	Poison Jab	TM	Captivate
LV5	Sand-Attack	TM	Rock Slide	TM	Toxic	TM	Rock Polish
LV9	Harden	TM	Return	TM	Thief	HM	Cut
LV12	Knock Off	TM	Facade	TM	U-turn	HM	Rock Smash
LV16	Quick Attack	TM	Brick Break	TM	Fling	HM	Strength
LV20	Fury Cutter	TM	Endure	TM	Sleep Talk	HM	Defog
LV23	Faint Attack	TM	X-Scissor	TM	Rest	EGG	Counter
LV27	Screech	TM	Earthquake	TM	Steel Wing	EGG	Razor Wind
LV31	Slash	TM	Natural Gift	TM	Roost	EGG	Cross Poison
LV34	Swords Dance	TM	Payback	TM	Secret Power	EGG	Agility
LV38	U-turn	TM	Vacuum-Cut	TM	Sludge Bomb	EGG	Double-Edge
LV42	X-Scissor	TM	Wide Slash	TM	Protect	EGG	Sand Tomb
LV45	Guillotine	TM	Stealth Rock	TM	Substitute	EGG	Night Slash
TM	Iron Tail	TM	Stone Edge	TM	False Swipe	EGG	Wing Attack
TM	Dark Pulse	TM	Taunt	TM	Hidden Power	EGG	Baton Pass
TM	Dig	TM	Aerial Ace	TM	Attract	EGG	Feint
TM	Torment	TM	Swords Dance	TM	Frustration	EGG	Metal Claw

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Takeoff Ruff	TYPE	Earth Gem
			Terra Globe
			Sky Silk
			Sky Dust
EVOLUTION	Gliscor Cape		Sky Gem
			Sky Globe
TYPE	Brown Silk		
	Ground Dust		

See p.683 for its stats when it appears as a dungeon boss



No.472 Fang Scorp ♂♀

0

Gliscor



TYPE GROUND / FLYING

ABILITY Hyper Cutter, Sand Veil

FAVORITE GUMMI Brown Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 90%

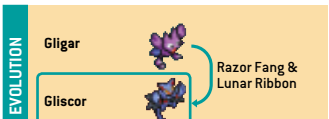
DAMAGE DEALT BY SIZEBUST ORB 53

BASE EXP. 122

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Dark Hill 1–15F
- ♥ Mt. Mistral 1–19F
- ♥ Sky Stairway 1–49F
- ■ Boulder Quarry B4F–Deep B1F
- ■ Right Cave Path B4–B5F
- ■ Left Cave Path B4–B5F
- ■ Icicle Forest 1–10F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	6	15	10	9	0
10	45	14	17	20	11	1905
20	65	28	27	30	19	41965
30	85	40	37	40	29	131107
40	105	50	47	50	39	322970
50	125	60	57	60	49	627606
60	144	71	66	69	60	1050526
70	154	81	76	79	70	1478802
80	164	91	86	89	80	1907932
90	174	101	96	99	90	2337917
100	184	111	106	109	100	2768806

MOVE LIST

LV1	Knock Off	TM	Iron Tail	TM	Stealth Rock	TM	Protect
LV1	Fire Fang	TM	Dark Pulse	TM	Stone Edge	TM	Substitute
LV2	Thunder Fang	TM	Dig	TM	Taunt	TM	False Swipe
LV3	Ice Fang	TM	Torment	TM	Aerial Ace	TM	Hidden Power
LV4	Poison Jab	TM	Swagger	TM	Swords Dance	TM	Attract
LV5	Sand-Attack	TM	Rock Slide	TM	Poison Jab	TM	Frustration
LV9	Harden	TM	Return	TM	Toxic	TM	Captivate
LV12	Knock Off	TM	Facade	TM	Thief	TM	Rock Polish
LV16	Quick Attack	TM	Brick Break	TM	U-turn	HM	Cut
LV20	Fury Cutter	TM	Giga Impact	TM	Fling	HM	Rock Smash
LV23	Faint Attack	TM	Endure	TM	Sleep Talk	HM	Strength
LV27	Screech	TM	X-Scissor	TM	Rest	HM	Defog
LV31	Night Slash	TM	Earthquake	TM	Hyper Beam		
LV34	Swords Dance	TM	Natural Gift	TM	Steel Wing		
LV38	U-turn	TM	Payback	TM	Roost		
LV42	X-Scissor	TM	Vacuum-Cut	TM	Secret Power		
LV45	Guillotine	TM	Wide Slash	TM	Sludge Bomb		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gliscor Cape	TYPE	Earth Gem
			Terra Globe
			Sky Silk
			Sky Dust
EVOLUTION	Takeoff Ruff		Sky Gem
			Sky Globe
TYPE	Brown Silk		
	Ground Dust		



No.44 Weed ♂♀

1

Gloom



TYPE GRASS / POISON

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi, Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★★☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

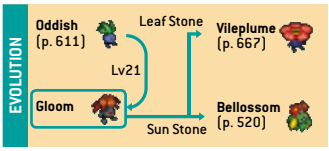
DAMAGE DEALT BY SIZEBUST ORB 33

BASE EXP. 38

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Apple Woods 7–12F
- ● Zero Isle South B36–B48F
- ● Destiny Tower 10–14F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	12	6	12	6	0
10	34	19	12	19	12	1488
20	53	36	21	36	21	33494
30	77	48	32	47	32	104764
40	95	58	47	57	47	258207
50	100	63	53	62	54	501865
60	105	69	59	67	59	840146
70	115	79	69	77	69	1182710
80	125	89	79	87	79	1525958
90	135	99	89	97	89	1869890
100	145	109	99	107	99	2214545

MOVE LIST

LV1	Sweet Scent	TM	Facade	TM	Sludge Bomb		
LV1	Absorb	TM	Giga Drain	TM	Protect		
LV1	Acid	TM	Grass Knot	TM	Substitute		
LV5	Sweet Scent	TM	Endure	TM	Hidden Power		
LV9	Acid	TM	Natural Gift	TM	Attract		
LV13	PoisonPowder	TM	Vacuum-Cut	TM	Frustration		
LV15	Stun Spore	TM	Wide Slash	TM	Captivate		
LV17	Sleep Powder	TM	SolarBeam	HM	Cut		
LV23	Mega Drain	TM	Bullet Seed				
LV29	Lucky Chant	TM	Swords Dance				
LV35	Natural Gift	TM	Toxic				
LV41	Moonlight	TM	Drain Punch				
LV47	Giga Drain	TM	Fling				
LV53	Petal Dance	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Energy Ball	TM	Secret Power				
TM	Return	TM	Flash				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Guard Hat	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Odd Bow		Poison Gem
	Aroma Scarf		Poison Globe
	Bright Tiara		
TYPE	Grass Silk		
	Grass Dust		

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No.42 Bat ♂♀

Golbat



TYPE POISON FLYING

ABILITY Inner Focus

FAVORITE GUMMI Pink Gummi, Sky Gummi

LOCATION
- ♥ Aegis Cave Ice B1–B3F, Rock B1–B3F, Steel B1–B4F, Pit B1–B3, B5F
- ♥ Labyrinth Cave B1–B9F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B6–B10F
- ● Zero Isle West B6–B10F
- ● Destiny Tower 46–50F
- ■ Temporal Tower 7F–Spire 4F

EVOLUTION
Zubat (p. 677) → Golbat (Lv22) → Crobat (p. 538) (IQ of at least ★1.5–2)

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	113

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Screech	TM	Facade	TM	Hyper Beam			
LV1	Astonish	TM	Giga Impact	TM	Steel Wing			
LV1	Leech Life	TM	Giga Drain	TM	Roost			
LV1	Supersonic	TM	Endure	TM	Secret Power			
LV5	Supersonic	TM	Natural Gift	TM	Sludge Bomb			
LV9	Astonish	TM	Payback	TM	Protect			
LV13	Bite	TM	Shadow Ball	TM	Substitute			
LV17	Wing Attack	TM	Vacuum-Cut	TM	Hidden Power			
LV21	Confuse Ray	TM	Wide Slash	TM	Attract			
LV27	Air Cutter	TM	Taunt	TM	Frustration			
LV33	Mean Look	TM	Pluck	TM	Captivate			
LV39	Poison Fang	TM	Aerial Ace	HM	Defog			
LV45	Haze	TM	Toxic	HM	Fly			
LV51	Air Slash	TM	Thief					
TM	Torment	TM	U-turn					
TM	Swagger	TM	Sleep Talk					
TM	Return	TM	Rest					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	20	15	15	15	0
10	42	25	17	21	17	1597
20	55	31	19	26	19	35578
30	83	41	24	36	24	111221
40	105	51	34	46	34	274056
50	120	58	41	53	41	532616
60	130	64	47	58	46	891578
70	140	74	57	68	56	1255086
80	150	84	67	78	66	1619319
90	160	94	77	88	76	1984277
100	170	104	87	98	86	2350003

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Absorb Scarf	TYPE	Poison Gem
			Poison Globe
			Sky Silk
			Sky Dust
EVOLUTION	Dodge Bow		Sky Gem
	Slash Bow		Sky Globe
TYPE	Pink Silk		
	Poison Dust		



No.118 Goldfish ♂♀

Goldeen



TYPE WATER

ABILITY Swift Swim, Water Veil

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B1–B12F

EVOLUTION
Goldeen → Seaking (p. 634) (Lv33)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	25

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Natural Gift	HM	Waterfall			
LV1	Peck	TM	Vacuum-Cut	HM	Surf			
LV1	Water Sport	TM	Wide Slash					
LV7	Supersonic	TM	Poison Jab					
LV11	Horn Attack	TM	Toxic					
LV17	Water Pulse	TM	Sleep Talk					
LV21	Flail	TM	Rest					
LV27	Aqua Ring	TM	Secret Power					
LV31	Fury Attack	TM	Blizzard					
LV37	Waterfall	TM	Protect					
LV41	Horn Drill	TM	Substitute					
LV47	Agility	TM	Water Pulse					
LV51	Megahorn	TM	Hidden Power					
TM	Swagger	TM	Attract					
TM	Return	TM	Frustration					
TM	Facade	TM	Captivate					
TM	Endure	TM	Ice Beam					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	5	5	5	5	0
10	34	17	17	14	14	1317
20	44	31	30	24	24	29658
30	54	42	42	34	34	92765
40	64	52	52	41	41	228634
50	74	62	62	48	48	444385
60	79	72	72	55	55	743922
70	89	82	82	65	65	1047252
80	99	92	92	75	75	1351187
90	109	102	102	85	85	1655728
100	119	112	112	95	95	1960909

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Goldeen Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Seaking Bow		
TYPE	Blue Silk		
	Water Dust		



No.55 Duck ♂♀

Golduck



TYPE WATER

ABILITY Damp, Cloud Nine

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 12–19F
- ● Treacherous Waters B16–B19F
- ● Zero Isle Center B1–B7F

EVOLUTION
Psyduck (p. 623) → Golduck (Lv33)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Dig	TM	Toxic	HM	Rock Smash	
LV1	Scratch	TM	Swagger	TM	Fling	HM	Strength	
LV1	Water Sport	TM	Return	TM	Sleep Talk	HM	Waterfall	
LV1	Water Gun	TM	Facade	TM	Rest	HM	Surf	
LV5	Tail Whip	TM	Brick Break	TM	Hyper Beam	HM	Rock Climb	
LV7	Aqua Jet	TM	Focus Blast	TM	Secret Power			
LV9	Water Gun	TM	Focus Punch	TM	Blizzard			
LV14	Disable	TM	Giga Impact	TM	Flash			
LV18	Confusion	TM	Endure	TM	Protect			
LV22	Water Pulse	TM	Psychic	TM	Substitute			
LV27	Fury Swipes	TM	Brine	TM	Water Pulse			
LV31	Screech	TM	Psych Up	TM	Calm Mind			
LV37	Psych Up	TM	Natural Gift	TM	Hidden Power			
LV44	Zen Headbutt	TM	Shadow Claw	TM	Attract			
LV50	Amnesia	TM	Vacuum-Cut	TM	Frustration			
LV56	Hydro Pump	TM	Wide Slash	TM	Captivate			
TM	Iron Tail	TM	Aerial Ace	TM	Ice Beam			

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	11	10	10	10	0
10	31	20	17	19	17	1549
20	61	35	32	34	32	34867
30	88	49	46	48	46	109059
40	108	59	56	58	56	268792
50	114	65	62	64	62	522438
60	119	71	68	69	67	874585
70	129	81	78	79	77	1231192
80	139	91	88	89	87	1588511
90	149	101	98	99	97	1946540
100	159	111	108	109	107	2305324

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Paddle Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Psyduck Hat		
TYPE	Blue Silk		
	Water Dust		

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No.76 Megaton ♂♀



Golem

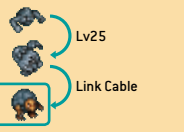


♥ 1

TYPE	ROCK / GROUND
ABILITY	Rock Head Sturdy
FAVORITE GUMMI	Gray Gummi Brown Gummi

LOCATION
- ♥ Crystal Cave B8–B11F
- ● Zero Isle North B21–B25F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B73–B79F
- ● Zero Isle Center B1–B18F
- ● Destiny Tower 73–79F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	103

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Rock Slide	TM	Fire Blast	HM	Rock Climb
LV1	Mud Sport	TM	Return	TM	Toxic		
LV1	Defense Curl	TM	Flamethrower	TM	Fling		
LV1	Rock Polish	TM	Facade	TM	Sleep Talk		
LV4	Mud Sport	TM	Brick Break	TM	Rest		
LV8	Rock Polish	TM	Focus Blast	TM	Hyper Beam		
LV11	Rock Throw	TM	Focus Punch	TM	Secret Power		
LV15	Magnitude	TM	Giga Impact	TM	Roar		
LV18	Selfdestruct	TM	Endure	TM	Protect		
LV22	Rollout	TM	Earthquake	TM	Substitute		
LV27	Rock Blast	TM	Natural Gift	TM	Hidden Power		
LV33	Earthquake	TM	Gyro Ball	TM	Attract		
LV38	Explosion	TM	Vacuum-Cut	TM	Frustration		
LV44	Double-Edge	TM	Wide Slash	TM	Captivate		
LV49	Stone Edge	TM	Stealth Rock	TM	Rock Polish		
TM	Dig	TM	Stone Edge	HM	Rock Smash		
TM	Swagger	TM	Explosion	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	16	4	16	4	0
10	47	23	11	23	11	1616
20	67	33	21	33	21	36376
30	87	43	31	43	31	113777
40	116	53	40	53	40	280421
50	128	59	44	57	44	545041
60	138	69	54	67	54	912424
70	148	79	64	77	64	1284460
80	158	89	74	87	74	1657238
90	168	99	84	97	84	2030758
100	178	109	94	107	94	2405064

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Rugged Sash	Stone Gem
		Rock Globe
		Brown Silk
		Ground Dust
EVOLUTION	Geodude Torc	Earth Gem
	Rocky Torc	Terra Globe
TYPE	Gray Silk	
	Rock Dust	

No.368 South Sea ♂♀



Gorebyss

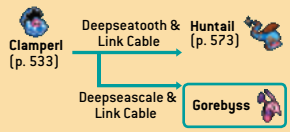


♥ 0

TYPE	WATER
ABILITY	Swift Swim
FAVORITE GUMMI	Blue Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B4F
- ● Zero Isle South B78–B82F
- ● Destiny Tower 24–28F

EVOLUTION



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Whirlpool	TM	Psychic	TM	Water Pulse		
LV6	Confusion	TM	Brine	TM	Hidden Power		
LV10	Agility	TM	Psych Up	TM	Attract		
LV15	Water Pulse	TM	Natural Gift	TM	Frustration		
LV19	Amnesia	TM	Shadow Ball	TM	Captivate		
LV24	Aqua Ring	TM	Vacuum-Cut	TM	Ice Beam		
LV28	Captivate	TM	Safeguard	HM	Waterfall		
LV33	Baton Pass	TM	Wide Slash	HM	Surf		
LV37	Dive	TM	Dive				
LV42	Psychic	TM	Toxic				
LV46	Aqua Tail	TM	Sleep Talk				
LV51	Hydro Pump	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Return	TM	Secret Power				
TM	Facade	TM	Blizzard				
TM	Giga Impact	TM	Protect				
TM	Endure	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	19	10	20	11	0
10	41	23	13	23	14	1616
20	66	28	17	26	17	36389
30	96	36	25	45	27	113820
40	120	55	39	61	40	280527
50	130	60	43	64	43	545247
60	135	66	47	68	47	912769
70	145	76	57	78	57	1284946
80	155	86	67	88	67	1657865
90	165	96	77	98	77	2031526
100	175	106	87	108	87	2405974

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Gore-Scarf	Aqua Gem
		Aqua Globe
EVOLUTION	Clam-Brooch	
	Deep Torc	
TYPE	Blue Silk	
	Water Dust	

No.210 Fairy ♂♀



Granbull



♥ 1

TYPE	NORMAL
ABILITY	Intimidate Quick Feet
FAVORITE GUMMI	White Gummi

LOCATION
- ♥ Upper Steam Cave 1–7F
- ♥ Landslide Cave B1–B12F
- ● Zero Isle South B41–B46F
- ● Destiny Tower 41–46F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	86

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Charm	TM	Torment	TM	Thunderbolt	TM	Sludge Bomb
LV1	Scary Face	TM	Swagger	TM	Vacuum-Cut	TM	Roar
LV1	Tail Whip	TM	Rock Slide	TM	Wide Slash	TM	Protect
LV1	Tackle	TM	Overheat	TM	Stone Edge	TM	Substitute
LV2	Fire Fang	TM	Return	TM	SolarBeam	TM	Water Pulse
LV5	Thunder Fang	TM	Flamethrower	TM	Fire Blast	TM	Hidden Power
LV5	Ice Fang	TM	Thunder	TM	Taunt	TM	Attract
LV7	Bite	TM	Facade	TM	Shock Wave	TM	Frustration
LV13	Lick	TM	Brick Break	TM	Thunder Wave	TM	Captivate
LV19	Headbutt	TM	Focus Blast	TM	Toxic	HM	Rock Smash
LV27	Growl	TM	Focus Punch	TM	Thief	HM	Strength
LV35	Rage	TM	Giga Impact	TM	Fling	HM	Rock Climb
LV43	Take Down	TM	Endure	TM	Sleep Talk		
LV51	Payback	TM	Earthquake	TM	Rest		
LV59	Crunch	TM	Natural Gift	TM	Hyper Beam		
TM	Iron Tail	TM	Payback	TM	Secret Power		
TM	Dig	TM	Shadow Ball	TM	Bulk Up		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	37	21	12	19	11	0
10	45	26	16	25	15	1686
20	54	36	21	34	20	37967
30	78	55	43	58	42	118754
40	94	68	59	74	58	292687
50	114	78	69	84	68	568880
60	124	86	79	92	76	952333
70	134	96	89	102	86	1340640
80	144	106	99	112	96	1729724
90	154	116	109	122	106	2119581
100	164	126	119	132	116	2510259

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Stern Sash	White Gem
		Joy Globe
EVOLUTION	Snub-Cape	
TYPE	White Silk	
	Normal Dust	

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No.75 Rock ♂♀



Graveler

1

TYPE	ROCK / GROUND
ABILITY	Rock Head Sturdy
FAVORITE GUMMI	Gray Gummi Brown Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	73

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Crystal Cave B1–B6F
- ● Zero Isle East B15–B19F
- ● Destiny Tower 18–21F

EVOLUTION
- Geodude (p. 559)
- Lv25
- Graveler
- Link Cable
- Golem

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	14	3	13	2	0
10	47	21	10	20	9	1616
20	67	31	20	30	19	36376
30	87	41	30	40	29	113777
40	116	51	39	50	38	280421
50	128	57	43	54	42	545041
60	138	67	53	64	52	912424
70	148	77	63	74	62	1284460
80	158	87	73	84	72	1657238
90	168	97	83	94	82	2030758
100	178	107	93	104	92	2405064

MOVE LIST

LV1	Tackle	TM	Rock Slide	TM	Fling		
LV1	Mud Sport	TM	Return	TM	Sleep Talk		
LV1	Defense Curl	TM	Flamethrower	TM	Rest		
LV1	Rock Polish	TM	Facade	TM	Secret Power		
LV4	Mud Sport	TM	Brick Break	TM	Protect		
LV8	Rock Polish	TM	Focus Punch	TM	Substitute		
LV11	Rock Throw	TM	Endure	TM	Hidden Power		
LV15	Magnitude	TM	Earthquake	TM	Attract		
LV18	Selfdestruct	TM	Natural Gift	TM	Frustration		
LV22	Rollout	TM	Gyro Ball	TM	Captivate		
LV27	Rock Blast	TM	Vacuum-Cut	TM	Rock Polish		
LV33	Earthquake	TM	Wide Slash	HM	Rock Smash		
LV38	Explosion	TM	Stealth Rock	HM	Strength		
LV44	Double-Edge	TM	Stone Edge	HM	Rock Climb		
LV49	Stone Edge	TM	Explosion				
TM	Dig	TM	Fire Blast				
TM	Swagger	TM	Toxic				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rocky Torc	TYPE	Stone Gem
			Rock Globe
			Brown Silk
			Ground Dust
EVOLUTION	Geodude Torc		Earth Gem
	Rugged Sash		Terra Globe
TYPE	Gray Silk		
	Rock Dust		

No.88 Sludge ♂♀



Grimer

4

TYPE	POISON
ABILITY	Stench Sticky Hold
FAVORITE GUMMI	Pink Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	29

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Waterfall Cave B1–B8F
- ● Sky Peak Summit (Sky Peak Summit Pass 6F)
- ● Zero Isle West B6–B15F
- ● Zero Isle South B17–B21, B30–B35, B80–B85F
- ● Zero Isle Center B38–B40F
- ● Destiny Tower 17–21, 30–35, 80–85F

EVOLUTION
- Grimer
- Lv38
- Muk (p. 605)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	5	3	4	1	0
10	34	19	10	17	10	1404
20	62	29	20	27	25	31611
30	82	39	30	37	29	98875
40	96	48	36	47	36	243693
50	101	53	41	52	41	473655
60	106	59	47	57	46	792920
70	116	69	57	67	56	1116229
80	126	79	67	77	66	1440183
90	136	89	77	87	76	1764782
100	146	99	87	97	86	2090064

MOVE LIST

LV1	Poison Gas	TM	Rock Slide	TM	Poison Jab	EGG	Mean Look
LV1	Pound	TM	Return	TM	Toxic	EGG	Lick
LV4	Harden	TM	Flamethrower	TM	Thief	EGG	Shadosw Punch
LV7	Mud-Slap	TM	Thunder	TM	Fling	EGG	Explosion
LV12	Disable	TM	Facade	TM	Sleep Talk	EGG	Curse
LV17	Minimize	TM	Giga Drain	TM	Rest	EGG	Imprison
LV20	Sludge	TM	Endure	TM	Secret Power		
LV23	Mud Bomb	TM	Natural Gift	TM	Sludge Bomb		
LV28	Fling	TM	Payback	TM	Protect		
LV33	Screech	TM	Shadow Ball	TM	Substitute		
LV36	Sludge Bomb	TM	Thunderbolt	TM	Hidden Power		
LV39	Acid Armor	TM	Vacuum-Cut	TM	Attract		
LV44	Gunk Shot	TM	Wide Slash	TM	Frustration		
LV49	Memento	TM	Explosion	TM	Captivate		
TM	Dig	TM	Fire Blast	HM	Strength		
TM	Torment	TM	Taunt	EGG	Shadow Sneak		
TM	Swagger	TM	Shock Wave	EGG	Haze		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Grimy Scarf	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Slimy Bow		
TYPE	Pink Silk		
	Poison Dust		

See p.681 for its stats when it appears as a dungeon boss

No.388 Grove ♂♀

FOOTPRINT



Grotle

0

TYPE	GRASS
ABILITY	Overgrow
FAVORITE GUMMI	Grass Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	14

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B29–B33F
- ● Destiny Tower 29–33F

EVOLUTION
- Turtwig (p. 662)
- Lv18
- Grotle
- Lv32
- Torterra (p. 660)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	5	3	5	3	0
10	42	23	21	23	21	1709
20	67	43	41	43	41	38465
30	97	53	51	53	51	120311
40	115	62	60	62	61	296525
50	125	67	65	67	66	576341
60	135	75	73	76	75	964822
70	145	85	83	86	85	1358223
80	155	95	93	96	95	1752409
90	165	105	103	106	105	2147379
100	175	115	113	116	115	2543181

MOVE LIST

LV1	Withdraw	TM	Facade	TM	Flash		
LV1	Tackle	TM	Giga Drain	TM	Protect		
LV5	Withdraw	TM	Grass Knot	TM	Substitute		
LV9	Absorb	TM	Endure	TM	Hidden Power		
LV13	Razor Leaf	TM	Natural Gift	TM	Attract		
LV17	Curse	TM	Vacuum-Cut	TM	Frustration		
LV22	Bite	TM	Safeguard	TM	Captivate		
LV27	Mega Drain	TM	Wide Slash	TM	Reflect		
LV32	Leech Seed	TM	Stealth Rock	HM	Cut		
LV37	Synthesis	TM	SolarBeam	HM	Rock Smash		
LV42	Crunch	TM	Bullet Seed	HM	Strength		
LV47	Giga Drain	TM	Swords Dance	HM	Rock Climb		
LV52	Leaf Storm	TM	Toxic				
TM	Iron Tail	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Energy Ball	TM	Light Screen				
TM	Return	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Grotle Twig		Tort-Seal
	Grotle Claw		Forest Torc
	Grotle Crest	TYPE	Grass Silk
	Woody Scarf		Grass Dust
EVOLUTION	Lucky Leaf		Grass Gem
	Turtwig Card		Soothe Globe
	Sprout Rock		
	Leafy Hat		
	Tort-Claw		
	Tort-Horn		

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No.383 Continent Unknown



Groudon

TYPE GROUND

ABILITY Drought

FAVORITE GUMMI Brown Gummi

LOCATION
- Shimmer Desert Pit (10F)
* Does not appear once recruited

EVOLUTION
Does not evolve

TERRAIN	Lava
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	107
BASE EXP.	0

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, **OTHER**

MOVE LIST

LV1	Mud Shot	TM	Return	TM	Stone Edge	TM	Substitute
LV5	Scary Face	TM	Flamethrower	TM	SolarBeam	TM	Hidden Power
LV15	AncientPower	TM	Thunder	TM	Fire Blast	TM	Frustration
LV20	Slash	TM	Facade	TM	Aerial Ace	TM	Dragon Pulse
LV30	Bulk Up	TM	Brick Break	TM	Swords Dance	TM	Rock Polish
LV35	Earthquake	TM	Focus Blast	TM	Shock Wave	HM	Cut
LV45	Fire Blast	TM	Giga Impact	TM	Thunder Wave	HM	Rock Smash
LV50	Rest	TM	Endure	TM	Toxic	HM	Strength
LV60	Fissure	TM	Psych Up	TM	Dragon Claw	HM	Rock Climb
LV65	SolarBeam	TM	Earthquake	TM	Fling		
LV75	Earth Power	TM	Natural Gift	TM	Sleep Talk		
LV80	Eruption	TM	Shadow Claw	TM	Rest		
TM	Iron Tail	TM	Thunderbolt	TM	Hyper Beam		
TM	Dig	TM	Vacuum-Cut	TM	Secret Power		
TM	Swagger	TM	Safeguard	TM	Bulk Up		
TM	Rock Slide	TM	Wide Slash	TM	Roar		
TM	Overheat	TM	Stealth Rock	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	55	25	12	15	12	0
10	64	38	18	26	21	2164
20	74	53	28	36	31	47620
30	84	68	38	46	41	148765
40	104	82	48	60	51	366460
50	124	96	60	74	63	712109
60	144	116	79	93	82	1191965
70	164	136	89	103	92	1677897
80	184	147	99	113	102	2164799
90	204	157	109	123	112	2652670
100	223	167	119	133	122	3141568

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Terra Ring	TYPE	Earth Gem
			Terra Globe
EVOLUTION			
TYPE	Brown Silk		
	Ground Dust		

See p.681 for its stats when it appears as a dungeon boss



No.253 Wood Gecko ♂♀

FOOTPRINT



Grovyle

TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

LOCATION
- Crystal Lake (Crystal Crossing B14F)
- ♥ Mystery Jungle 1–29F

EVOLUTION
Treecko (p. 661) → Lv16 → Grovyle → Lv36 → Sceptile (p. 633)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	47

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, **EVOLUTION**, EGG, OTHER

MOVE LIST

LV1	Absorb	LV*1	Leaf Blade	TM	Safeguard	TM	Attract
LV1	Quick Attack	LV*1	Dig	TM	Wide Slash	TM	Frustration
LV1	Leer	TM	Iron Tail	TM	SolarBeam	TM	Captivate
LV1	Pound	TM	Dig	TM	Bullet Seed	HM	Cut
LV6	Absorb	TM	Swagger	TM	Aerial Ace	HM	Rock Smash
LV11	Quick Attack	TM	Rock Slide	TM	Swords Dance	HM	Strength
LV16	Fury Cutter	TM	Energy Ball	TM	Toxic		
LV17	Pursuit	TM	Return	TM	Drain Punch		
LV23	Screech	TM	Facade	TM	Fling		
LV29	Leaf Blade	TM	Brick Break	TM	Sleep Talk		
LV35	Agility	TM	Focus Punch	TM	Rest		
LV41	Slam	TM	Giga Drain	TM	Secret Power		
LV47	Detect	TM	Grass Knot	TM	Flash		
LV53	False Swipe	TM	Endure	TM	Protect		
LV59	Leaf Storm	TM	X-Scissor	TM	Substitute		
LV*1	Absorb	TM	Natural Gift	TM	False Swipe		
LV*1	Quick Attack	TM	Vacuum-Cut	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	3	3	4	3	0
10	47	21	21	22	21	1730
20	72	41	36	42	36	38952
30	102	53	48	54	47	121835
40	123	63	58	64	56	300281
50	133	68	67	69	57	583640
60	143	71	68	77	67	977041
70	153	81	78	87	77	1375424
80	163	91	88	97	87	1774602
90	173	101	98	107	97	2174575
100	183	111	108	117	107	2575389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Grovy-Shoot		Scept-Seal
	Grovy-Card		Drain Bangle
	Jungle-Tag	TYPE	Grass Silk
	Grass Blade		Grass Dust
EVOLUTION	Treeck-Thorn		Grass Gem
	Treeck-Card		Soothe Globe
	Forest Ore		
	Guard Ring		
	Scept-Claw		
	Scept-Card		

See p.681 for its stats when it appears as a dungeon boss, see p.125, 126, 127, 134, 136 for its stats as a companion. *1 During Special Episode 5 and when it accompanies you.



No.58 Puppy ♂♀



Growlithe

TYPE FIRE

ABILITY Intimidate
Flash Fire

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Dark Crater B1–B13F
- ♥ Giant Volcano 1–10F
- Zero Isle West B21–B25F
- Zero Isle South B24–B28F
- Zero Isle Center B28–B30F
- Destiny Tower 24–28F

EVOLUTION
Growlithe → Fire Stone → Arcanine (p. 515)

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	66

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bite	TM	Swagger	TM	Roar	EGG	Fire Spin
LV1	Roar	TM	Overheat	TM	Protect		
LV6	Ember	TM	Will-O-Wisp	TM	Substitute		
LV9	Leer	TM	Return	TM	Hidden Power		
LV14	Odor Sleuth	TM	Flamethrower	TM	Attract		
LV17	Helping Hand	TM	Facade	TM	Frustration		
LV20	Flame Wheel	TM	Endure	TM	Captivate		
LV25	Reversal	TM	Natural Gift	HM	Rock Smash		
LV28	Fire Fang	TM	Vacuum-Cut	HM	Strength		
LV31	Take Down	TM	Wide Slash	EGG	Thrash		
LV34	Flamethrower	TM	Fire Blast	EGG	Crunch		
LV39	Agility	TM	Aerial Ace	EGG	Safeguard		
LV42	Crunch	TM	Toxic	EGG	Double-Edge		
LV45	Heat Wave	TM	Thief	EGG	Howl		
LV48	Flare Blitz	TM	Sleep Talk	EGG	Heat Wave		
TM	Iron Tail	TM	Rest	EGG	Body Slam		
TM	Dig	TM	Secret Power	EGG	Flare Blitz		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	25	12	20	12	0
10	49	30	16	25	16	1697
20	68	40	25	35	25	37840
30	98	50	35	45	35	118296
40	128	58	44	54	44	291493
50	140	63	49	59	49	566506
60	145	69	55	64	54	948312
70	155	79	65	74	64	1334952
80	165	89	75	84	74	1722365
90	175	99	85	94	84	2110548
100	185	109	95	104	94	2499548

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Growl-Scarf	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION	Legend Bow		
TYPE	Red Silk		
	Fire Dust		

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No.326 Manipulate ♂♀



Grumpig



TYPE: PSYCHIC

ABILITY: Thick Fat / Own Tempo

FAVORITE GUMMI: Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	116

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Chasm Cave B1–B8F
- The Nightmare B12–B17F
- Southeastern Islands B1–B24F
- Zero Isle West B11–B15F

EVOLUTION
Spoink (p. 649) → Lv32 → Grumpig

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	38	12	5	12	4	0
10	56	26	19	26	20	1290
20	74	36	29	36	28	29048
30	79	41	32	39	32	90858
40	84	46	35	43	35	223933
50	89	51	39	46	38	435247
60	94	57	43	50	42	728624
70	104	67	53	60	52	1025716
80	114	77	63	70	62	1323401
90	124	87	73	80	72	1621678
100	134	97	83	90	82	1920584

MOVE LIST

LV1	Odor Sleuth	TM	Iron Tail	TM	Vacuum-Cut	TM	Flash
LV1	Psybeam	TM	Torment	TM	Wide Slash	TM	Protect
LV1	Psywave	TM	Swagger	TM	Skill Swap	TM	Substitute
LV1	Splash	TM	Energy Ball	TM	Charge Beam	TM	Calm Mind
LV7	Psywave	TM	Return	TM	Taunt	TM	Hidden Power
LV10	Odor Sleuth	TM	Facade	TM	Shock Wave	TM	Attract
LV14	Psybeam	TM	Brick Break	TM	Thunder Wave	TM	Frustration
LV15	Psych Up	TM	Focus Blast	TM	Toxic	TM	Captivate
LV18	Confuse Ray	TM	Focus Punch	TM	Trick Room	TM	Dream Eater
LV21	Magic Coat	TM	Giga Impact	TM	Drain Punch	TM	Recycle
LV26	Zen Headbutt	TM	Grass Knot	TM	Thief	TM	Reflect
LV29	Snore	TM	Endure	TM	Fling		
LV29	Rest	TM	Psychic	TM	Sleep Talk		
LV37	Payback	TM	Psych Up	TM	Rest		
LV47	Psychic	TM	Natural Gift	TM	Hyper Beam		
LV55	Power Gem	TM	Payback	TM	Light Screen		
LV60	Bounce	TM	Shadow Ball	TM	Secret Power		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Scheme Gem	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Spring Bow		
TYPE	Gold Silk		
	Psyche Dust		

No.316 Stomach ♂♀



Gulpin



TYPE: POISON

ABILITY: Liquid Ooze / Sticky Hold

FAVORITE GUMMI: Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	52

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Mystifying Forest 1–13F
- Happy Outlook B1–B15F
- Mystery Jungle 1–29F
- Star Cave B8–B14F
- Inferno Cave B1–B8F
- Zero Isle South B4–B6F
- Destiny Tower 4–6F
- Deep Star Cave B1–B4F, Depths B1–B2F

EVOLUTION
Gulpin → Lv26 → Swalot (p. 654)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	9	9	0
10	58	17	19	19	17	1662
20	78	27	29	29	27	37407
30	98	37	39	39	37	117003
40	114	47	49	49	47	288371
50	124	57	59	59	57	560492
60	134	67	69	69	67	938291
70	144	77	79	79	77	1320873
80	154	87	89	89	87	1704219
90	164	97	99	99	97	2088328
100	174	107	109	109	107	2473246

MOVE LIST

LV1	Pound	TM	Giga Drain	TM	Water Pulse		
LV6	Yawn	TM	Endure	TM	Hidden Power		
LV9	Poison Gas	TM	Natural Gift	TM	Attract		
LV14	Sludge	TM	Shadow Ball	TM	Frustration		
LV17	Amnesia	TM	Vacuum-Cut	TM	Captivate		
LV23	Encore	TM	Wide Slash	TM	Dream Eater		
LV28	Toxic	TM	SolarBeam	TM	Ice Beam		
LV34	Stockpile	TM	Explosion	HM	Rock Smash		
LV34	Swallow	TM	Bullet Seed	HM	Strength		
LV34	Spit Up	TM	Shock Wave	EGG	Pain Split		
LV39	Sludge Bomb	TM	Toxic	EGG	Smog		
LV44	Gastro Acid	TM	Sleep Talk	EGG	Acid Armor		
LV49	Wring Out	TM	Rest	EGG	Curse		
LV54	Gunk Shot	TM	Secret Power	EGG	Destiny Bond		
TM	Swagger	TM	Sludge Bomb	EGG	Dream Eater		
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gulpin Bow	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Swalot Belt		
TYPE	Pink Silk		
	Poison Dust		

No.130 Atrocious ♂♀



Gyarados



TYPE: WATER / FLYING

ABILITY: Intimidate

FAVORITE GUMMI: Blue Gummi / Sky Gummi

TERRAIN	Air
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	116
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Miracle Sea Bed (Deep B5F)
- Bottomless Sea B1–B25F
- Zero Isle South B41–B48F
- Destiny Tower 41–48F

EVOLUTION
Magikarp (p. 592) → Lv20 → Gyarados

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	10	10	0
10	38	22	19	19	19	1944
20	52	32	29	29	29	43206
30	72	42	39	39	39	135051
40	100	58	55	55	55	332757
50	121	69	66	62	62	646683
60	140	79	76	72	72	1082508
70	150	95	86	82	82	1523852
80	161	115	103	92	92	1966077
90	181	135	113	102	102	2409181
100	200	154	123	112	112	2853219

MOVE LIST

LV1	Thrash	TM	Facade	TM	Hyper Beam	HM	Surf
LV20	Bite	TM	Giga Impact	TM	Secret Power		
LV23	Dragon Rage	TM	Endure	TM	Blizzard		
LV26	Leer	TM	Brine	TM	Roar		
LV29	Twister	TM	Earthquake	TM	Protect		
LV32	Ice Fang	TM	Natural Gift	TM	Substitute		
LV35	Aqua Tail	TM	Payback	TM	Water Pulse		
LV38	Rain Dance	TM	Thunderbolt	TM	Hidden Power		
LV41	Hydro Pump	TM	Vacuum-Cut	TM	Attract		
LV44	Dragon Dance	TM	Wide Slash	TM	Frustration		
LV47	Hyper Beam	TM	Stone Edge	TM	Captivate		
TM	Dark Pulse	TM	Fire Blast	TM	Avalanche		
TM	Torment	TM	Taunt	TM	Dragon Pulse		
TM	Swagger	TM	Thunder Wave	TM	Ice Beam		
TM	Return	TM	Toxic	HM	Rock Smash		
TM	Flamethrower	TM	Sleep Talk	HM	Strength		
TM	Thunder	TM	Rest	HM	Waterfall		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tempest Sash	TYPE	Aqua Gem
			Aqua Globe
			Sky Silk
			Sky Dust
EVOLUTION	Magikarp Bow		Sky Gem
			Sky Globe
TYPE	Blue Silk		
	Water Dust		

See p.681 for its stats when it appears as a dungeon boss

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No.440 Playhouse ♀Only

♥ 5



Happiny

TYPE NORMAL

ABILITY Natural Cure, Serene Grace

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B12–B17F
- ♥ Happy Outlook B1–B19F
- ■ Fortune Ravine B6–B8F

EVOLUTION
- Happiny → Chansey (p. 529) — Oval Stone & Sun Ribbon
- Chansey (p. 529) → Blissey (p. 522) — IQ of at least ★1.5–2

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Charm	TM	Wide Slash	TM	Attract		
LV1	Pound	TM	SolarBeam	TM	Frustration		
LV5	Copycat	TM	Fire Blast	TM	Captivate		
LV9	Refresh	TM	Shock Wave	TM	Dream Eater		
LV12	Sweet Kiss	TM	Thunder Wave	TM	Recycle		
TM	Swagger	TM	Toxic	EGG	Aromatherapy		
TM	Return	TM	Drain Punch	EGG	Heal Bell		
TM	Flamethrower	TM	Fling	EGG	Counter		
TM	Facade	TM	Sleep Talk	EGG	Gravity		
TM	Grass Knot	TM	Rest	EGG	Helping Hand		
TM	Endure	TM	Light Screen	EGG	Last Resort		
TM	Psychic	TM	Secret Power	EGG	Present		
TM	Psych Up	TM	Flash	EGG	Substitute		
TM	Natural Gift	TM	Protect	EGG	Metronome		
TM	Shadow Ball	TM	Substitute				
TM	Vacuum-Cut	TM	Water Pulse				
TM	Safeguard	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	13	11	12	10	0
10	53	22	21	19	17	1836
20	73	26	25	25	25	41343
30	93	31	28	28	29	129315
40	113	36	31	32	32	318716
50	133	41	35	35	35	619473
60	153	47	39	39	39	1037027
70	173	57	49	49	49	1459869
80	193	67	59	59	59	1883555
90	213	77	69	69	69	2308083
100	233	87	79	79	79	2733506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Happiny Dew		Blissey Card
	Happiny Card		Amity Rock
	Play Tag		Faith Ring
	Nurture Cape	TYPE	White Silk
	White Jewel		Normal Dust
EVOLUTION	Chansey Song		White Gem
	Chansey Card		Joy Globe
	Lucky Charm		
	Lucky Scarf		
	Blissey Song		



No.297 Arm Thrust ♂♀

♥ 0



Hariyama

TYPE FIGHTING

ABILITY Thick Fat, Guts

FAVORITE GUMMI Orange Gummi

LOCATION
- ♥ Lost Wilderness B1–B17F
- ● Southeastern Islands B1–B24F
- ● Zero Isle North B11–B15F
- ● Destiny Tower 80–84F

EVOLUTION
- Makuhita (p. 594) → Hariyama — Lv24

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	55
BASE EXP.	107

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Focus Energy	LV52	Close Combat	TM	Wide Slash	HM	Strength
LV1	Sand-Attack	LV57	Reversal	TM	Stone Edge	HM	Surf
LV1	Tackle	TM	Dig	TM	Poison Jab	HM	Rock Climb
LV1	Arm Thrust	TM	Swagger	TM	Toxic		
LV3	Brine	TM	Rock Slide	TM	Fling		
LV4	Sand-Attack	TM	Return	TM	Sleep Talk		
LV7	Arm Thrust	TM	Facade	TM	Rest		
LV10	Vital Throw	TM	Brick Break	TM	Hyper Beam		
LV13	Fake Out	TM	Focus Blast	TM	Secret Power		
LV16	Whirlwind	TM	Focus Punch	TM	Bulk Up		
LV19	Knock Off	TM	Giga Impact	TM	Protect		
LV22	SmellingSalt	TM	Endure	TM	Substitute		
LV27	Belly Drum	TM	Brine	TM	Hidden Power		
LV32	Force Palm	TM	Earthquake	TM	Attract		
LV37	Seismic Toss	TM	Natural Gift	TM	Frustration		
LV42	Wake-Up Slap	TM	Payback	TM	Captivate		
LV47	Endure	TM	Vacuum-Cut	HM	Rock Smash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	23	8	8	10	0
10	50	32	17	21	23	1687
20	70	42	27	32	33	37980
30	95	55	39	42	42	118797
40	111	68	49	49	47	292793
50	121	79	59	56	52	569086
60	126	89	69	63	58	952677
70	136	99	79	73	68	1341126
80	146	110	89	83	78	1730350
90	156	130	99	93	88	2120348
100	166	144	109	103	98	2511168

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Thrust Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Makuhit-Belt		
TYPE	Orange Silk		
	Courage Dust		



No.93 Gas ♂♀

♥ 1



Haunter

TYPE GHOST / POISON

ABILITY Levitate

FAVORITE GUMMI Purple Gummi, Pink Gummi

LOCATION
- ● Dark Hill 7–11F
- ♥ Sky Stairway 16–29F
- ● Inferno Cave B11–B20F
- ● Zero Isle North B21–B25F
- ● Zero Isle East B16–B20F
- ■ Spring Cave Upper (Spring Cave B5F), Middle (Upper B5F), Pit (Depths B5F)
- ■ Dusk Forest 1–7F

etc.

EVOLUTION
- Gastly (p. 558) → Haunter — Lv25
- Haunter → Gengar (p. 559) — Link Cable

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	72

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Spite	TM	Torment	TM	Wide Slash	TM	Frustration
LV1	Hypnosis	TM	Swagger	TM	Skill Swap	TM	Captivate
LV1	Lick	TM	Energy Ball	TM	Explosion	TM	Dream Eater
LV5	Spite	TM	Will-O-Wisp	TM	Taunt		
LV8	Mean Look	TM	Return	TM	Poison Jab		
LV12	Curse	TM	Facade	TM	Toxic		
LV15	Night Shade	TM	Giga Drain	TM	Trick Room		
LV19	Confuse Ray	TM	Endure	TM	Thief		
LV22	Sucker Punch	TM	Psychic	TM	Fling		
LV25	Shadow Punch	TM	Embargo	TM	Sleep Talk		
LV28	Payback	TM	Psych Up	TM	Rest		
LV33	Shadow Ball	TM	Natural Gift	TM	Secret Power		
LV39	Dream Eater	TM	Payback	TM	Sludge Bomb		
LV44	Dark Pulse	TM	Shadow Claw	TM	Protect		
LV50	Destiny Bond	TM	Shadow Ball	TM	Substitute		
LV55	Nightmare	TM	Thunderbolt	TM	Hidden Power		
TM	Dark Pulse	TM	Vacuum-Cut	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	9	8	6	0
10	49	16	14	15	11	1404
20	59	26	20	25	17	31619
30	85	40	29	40	29	98900
40	95	49	35	50	37	243754
50	100	54	40	55	42	473773
60	105	60	46	60	47	793118
70	115	70	56	70	57	1116507
80	125	80	66	80	67	1440541
90	135	90	76	90	77	1765221
100	145	100	86	100	87	2090584

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Slip Scarf		Shadow Gem
			Nether Globe
			Pink Silk
		TYPE	Poison Dust
EVOLUTION	Gastly Veil		Poison Gem
	Sunglasses		Poison Globe
TYPE	Purple Silk		
	Shady Dust		

See p.683 for its stats when it appears as a dungeon boss

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No.485 Lava dome ♂♀



Heatran

X

TYPE FIRE / STEEL

ABILITY Flash Fire

FAVORITE GUMMI Red Gummi, Silver Gummi

LOCATION
- Giant Volcano Peak (20F)
- * Does not appear once recruited

EVOLUTION Does not evolve

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	54
BASE EXP.	0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	AncientPower	TM	Rock Slide	TM	Fire Blast	HM	Strength
LV9	Leer	TM	Overheat	TM	Taunt	HM	Rock Climb
LV17	Fire Fang	TM	Will-O-Wisp	TM	Toxic		
LV25	Metal Sound	TM	Return	TM	Sleep Talk		
LV33	Crunch	TM	Flamethrower	TM	Rest		
LV41	Scary Face	TM	Facade	TM	Hyper Beam		
LV49	Lava Plume	TM	Giga Impact	TM	Secret Power		
LV57	Fire Spin	TM	Endure	TM	Roar		
LV65	Iron Head	TM	Earthquake	TM	Protect		
LV73	Earth Power	TM	Natural Gift	TM	Substitute		
LV81	Heat Wave	TM	Payback	TM	Hidden Power		
LV88	Stone Edge	TM	Vacuum-Cut	TM	Attract		
LV96	Magma Storm	TM	Wide Slash	TM	Frustration		
TM	Dark Pulse	TM	Stealth Rock	TM	Captivate		
TM	Dig	TM	Stone Edge	TM	Flash Cannon		
TM	Torment	TM	SolarBeam	TM	Dragon Pulse		
TM	Swagger	TM	Explosion	HM	Rock Smash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	22	20	25	20	0
10	44	31	29	34	29	2096
20	54	41	39	44	39	44241
30	78	51	58	56	58	137892
40	108	61	68	84	68	339336
50	136	71	78	94	78	659122
60	156	81	88	106	88	1103032
70	166	91	98	132	98	1552562
80	176	101	108	142	108	2002989
90	186	111	118	152	118	2454311
100	196	121	128	162	128	2906584

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Searing Ring	Fiery Gem
		Fiery Globe
		Iron Silk
		Steel Dust
		Metal Gem
		Steel Globe
EVOLUTION		
TYPE	Red Silk	
	Fire Dust	

See p.681 for its stats when it appears as a dungeon bos



No.214 Single Horn ♂♀



Heracross

4

TYPE BUG / FIGHTING

ABILITY Swarm, Guts

FAVORITE GUMMI Green Gummi, Orange Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ● Oblivion Forest B1–B14F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B4–B8F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B39–B42F
- ● Destiny Tower 39–42F

EVOLUTION Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	52

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Focus Punch	TM	Attract		
LV1	Horn Attack	TM	Giga Impact	TM	Frustration		
LV1	Leer	TM	Endure	TM	Captivate		
LV2	Endure	TM	Earthquake	HM	Cut		
LV7	Night Slash	TM	Natural Gift	HM	Rock Smash		
LV7	Fury Attack	TM	Shadow Claw	HM	Strength		
LV13	Aerial Ace	TM	Vacuum-Cut	EGG	Pursuit		
LV19	Brick Break	TM	Wide Slash	EGG	Harden		
LV25	Counter	TM	Stone Edge	EGG	Bide		
LV31	Take Down	TM	Swords Dance	EGG	Flail		
LV37	Close Combat	TM	Toxic	EGG	Double-Edge		
LV43	Reversal	TM	Thief	EGG	False Swipe		
LV49	Feint	TM	Fling	EGG	Revenge		
LV55	Megahorn	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Rock Slide	TM	Secret Power				
TM	Return	TM	Bulk Up				
TM	Facade	TM	Protect				
TM	Brick Break	TM	Substitute				
TM	Focus Blast	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	11	4	15	4	0
10	34	18	9	22	9	1667
20	47	28	16	32	16	37523
30	70	43	26	42	26	117365
40	93	63	36	52	36	289265
50	113	76	46	62	46	562229
60	128	94	56	72	56	941198
70	138	105	66	83	66	1324966
80	148	124	76	102	76	1709500
90	158	134	86	112	86	2094799
100	168	144	96	122	96	2480909

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Horn Torc	Guard Gem
		Defend Globe
		Orange Silk
		Courage Dust
		Fight Gem
		Power Globe
EVOLUTION		
TYPE	Green Silk	
	Wonder Dust	



No.449 Hippo ♂♀



Hippopotas

5

TYPE GROUND

ABILITY Sand Stream

FAVORITE GUMMI Brown Gummi

LOCATION
- ♥ Quicksand Cave B3–B10F
- ■ Southern Jungle 3–6F

EVOLUTION
Hippopotas → Lv34 → Hippowdon (p. 570)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	99

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Natural Gift	HM	Strength		
LV1	Tackle	TM	Vacuum-Cut	EGG	Sand Tomb		
LV7	Bite	TM	Wide Slash	EGG	Slack Off		
LV13	Yawn	TM	Stealth Rock	EGG	Body Slam		
LV19	Take Down	TM	Toxic	EGG	Curse		
LV25	Sand Tomb	TM	Sleep Talk				
LV31	Crunch	TM	Rest				
LV37	Earthquake	TM	Secret Power				
LV44	Double-Edge	TM	Roar				
LV50	Fissure	TM	Protect				
TM	Iron Tail	TM	Substitute				
TM	Swagger	TM	Water Pulse				
TM	Rock Slide	TM	Hidden Power				
TM	Return	TM	Attract				
TM	Facade	TM	Frustration				
TM	Endure	TM	Captivate				
TM	Earthquake	HM	Rock Smash				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	15	12	14	12	0
10	51	24	19	23	19	1702
20	64	37	28	36	28	38319
30	82	51	39	50	39	119857
40	100	63	52	63	52	295405
50	125	68	62	68	62	574163
60	136	74	72	73	72	961177
70	146	84	82	83	82	1353091
80	156	94	92	93	92	1745787
90	166	104	102	103	102	2139265
100	176	114	112	113	112	2533571

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Thick Scarf	Earth Gem
		Terra Globe
EVOLUTION	Grit Veil	
TYPE	Brown Silk	
	Ground Dust	

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No.450 Heavyweight ♂♀



Hippowdon

5

FOOTPRINT



TYPE GROUND

ABILITY Sand Stream

FAVORITE GUMMI Brown Gummi

LOCATION
- Deep Dusk Forest 4–12F
- ♥ Dark Crater B1–B10F
- Zero Isle North B50–B60F
- Zero Isle South B91–B95F
- Destiny Tower 86–90F
- ■ Dusk Forest 1–7F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	123

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bite	TM	Return	TM	Substitute		
LV1	Ice Fang	TM	Facade	TM	Water Pulse		
LV1	Tackle	TM	Giga Impact	TM	Hidden Power		
LV1	Fire Fang	TM	Endure	TM	Attract		
LV3	Sand-Attack	TM	Earthquake	TM	Frustration		
LV5	Thunder Fang	TM	Natural Gift	TM	Captivate		
LV7	Bite	TM	Vacuum-Cut	HM	Rock Smash		
LV13	Yawn	TM	Wide Slash	HM	Strength		
LV19	Take Down	TM	Stealth Rock				
LV25	Sand Tomb	TM	Stone Edge				
LV31	Crunch	TM	Toxic				
LV40	Earthquake	TM	Sleep Talk				
LV50	Double-Edge	TM	Rest				
LV60	Fissure	TM	Hyper Beam				
TM	Iron Tail	TM	Secret Power				
TM	Swagger	TM	Roar				
TM	Rock Slide	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	18	15	17	15	0
10	46	27	22	26	22	1702
20	59	40	31	39	31	38319
30	77	54	42	53	42	119857
40	95	66	55	66	55	295405
50	120	71	65	71	65	574163
60	131	77	75	76	75	961177
70	141	87	85	86	85	1353091
80	151	97	95	96	95	1745787
90	161	107	105	106	105	2139265
100	171	117	115	116	115	2533571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Grit Veil	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Thick Scarf		
TYPE	Brown Silk		
	Ground Dust		

No.107 Punching ♂ Only



Hitmonchan

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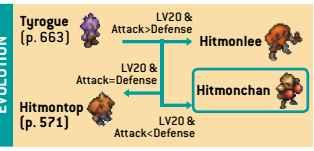
TYPE FIGHTING

ABILITY Keen Eye
Iron Fist

FAVORITE GUMMI Orange Gummi

LOCATION
- ♥ Sky Peak 4th Station Pass 1F– 5th Station Pass 4F, 6th Station Pass 1F–Sky Peak Summit Pass 5F
- ♥ Mt. Travail 1–19F
- Zero Isle North B6–B10F
- Zero Isle South B51–B56F
- Zero Isle Center B19–B49F
- Destiny Tower 51–56F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	94

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Revenge	TM	Return	TM	Secret Power		
LV6	Agility	TM	Facade	TM	Bulk Up		
LV11	Pursuit	TM	Brick Break	TM	Protect		
LV16	Mach Punch	TM	Focus Blast	TM	Substitute		
LV16	Bullet Punch	TM	Focus Punch	TM	Hidden Power		
LV21	Feint	TM	Endure	TM	Attract		
LV26	Vacuum Wave	TM	Earthquake	TM	Frustration		
LV31	Fire Punch	TM	Natural Gift	TM	Captivate		
LV31	ThunderPunch	TM	Vacuum-Cut	HM	Rock Smash		
LV31	Ice Punch	TM	Wide Slash	HM	Strength		
LV36	Sky Uppercut	TM	Stone Edge	HM	Rock Climb		
LV41	Mega Punch	TM	Toxic				
LV46	Detect	TM	Drain Punch				
LV51	Counter	TM	Thief				
LV56	Close Combat	TM	Fling				
TM	Swagger	TM	Sleep Talk				
TM	Rock Slide	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	17	10	6	12	0
10	60	24	19	13	21	1473
20	80	34	31	23	27	33153
30	91	44	38	33	31	103698
40	101	53	44	43	38	255580
50	106	58	49	48	43	496759
60	111	64	55	53	48	831597
70	121	74	65	63	58	1170676
80	131	84	75	73	68	1510432
90	141	94	85	83	78	1850863
100	151	104	95	93	88	2192012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Victory Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Tyro-Sweat		
	Tyro-Card		
	Muscle Charm		
TYPE	Orange Silk		
	Courage Dust		

No.106 Kicking ♂ Only



Hitmonlee

X

FOOTPRINT



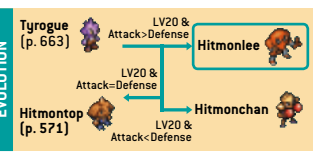
TYPE FIGHTING

ABILITY Limber
Reckless

FAVORITE GUMMI Orange Gummi

LOCATION
- Aegis Cave Regigigas Chamber (Pit B6F)
- Zero Isle North B6–B10F
- Zero Isle East B9–B13F
- Zero Isle West B8–B12F
- Zero Isle South B51–B56F
- Zero Isle Center B1–B30F
- Destiny Tower 51–56F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	45
BASE EXP.	55

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Double Kick	TM	Rock Slide	TM	Rest		
LV1	Revenge	TM	Return	TM	Secret Power		
LV5	Meditate	TM	Facade	TM	Bulk Up		
LV9	Rolling Kick	TM	Brick Break	TM	Protect		
LV13	Jump Kick	TM	Focus Blast	TM	Substitute		
LV17	Brick Break	TM	Focus Punch	TM	Hidden Power		
LV21	Focus Energy	TM	Endure	TM	Attract		
LV25	Feint	TM	Earthquake	TM	Frustration		
LV29	Hi Jump Kick	TM	Natural Gift	TM	Captivate		
LV33	Mind Reader	TM	Vacuum-Cut	HM	Rock Smash		
LV37	Foresight	TM	Wide Slash	HM	Strength		
LV41	Blaze Kick	TM	Stone Edge	HM	Rock Climb		
LV45	Endure	TM	Poison Jab				
LV49	Mega Kick	TM	Toxic				
LV53	Close Combat	TM	Thief				
LV57	Reversal	TM	Fling				
TM	Swagger	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	16	12	7	10	0
10	61	23	21	14	19	1473
20	81	33	33	24	25	33153
30	92	43	40	34	29	103698
40	102	52	46	44	36	255580
50	107	57	51	49	41	496759
60	112	63	57	54	46	831597
70	122	73	67	64	56	1170676
80	132	83	77	74	66	1510432
90	142	93	87	84	76	1850863
100	152	103	97	94	86	2192012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Counter Ruff	TYPE	Fight Gem
			Power Globe
EVOLUTION	Tyro-Sweat		
	Tyro-Card		
	Muscle Charm		
TYPE	Orange Silk		
	Courage Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.237 Handstand ♂ Only

Hitmontop

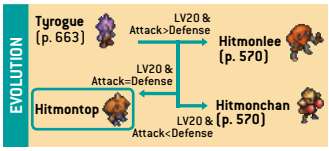
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FOOTPRINT



LOCATION
- ♥ Lost Wilderness B1–B17F
- ● Southeastern Islands B1–B24F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
FIGHTING	Intimidate Technician	Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	122

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Rolling Kick	TM	Return	TM	Protect		
LV1	Revenge	TM	Facade	TM	Substitute		
LV6	Focus Energy	TM	Brick Break	TM	Hidden Power		
LV10	Pursuit	TM	Endure	TM	Attract		
LV15	Quick Attack	TM	Earthquake	TM	Frustration		
LV19	Triple Kick	TM	Natural Gift	TM	Captivate		
LV24	Rapid Spin	TM	Gyro Ball	HM	Rock Smash		
LV28	Counter	TM	Vacuum-Cut	HM	Strength		
LV33	Feint	TM	Wide Slash				
LV37	Agility	TM	Stone Edge				
LV42	Gyro Ball	TM	Aerial Ace				
LV46	Detect	TM	Toxic				
LV51	Close Combat	TM	Thief				
LV55	Endeavor	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Secret Power				
TM	Rock Slide	TM	Bulk Up				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	16	12	6	12	0
10	58	23	21	13	21	1473
20	78	33	33	23	27	33153
30	89	43	40	33	31	103698
40	99	52	46	43	38	255580
50	104	57	51	48	43	496759
60	109	63	57	53	48	831597
70	119	73	67	63	58	1170676
80	129	83	77	73	68	1510432
90	139	93	87	83	78	1850863
100	149	103	97	93	88	2192012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Power Bangle	TYPE	Fight Gem
			Power Globe
EVOLUTION	Tyro-Sweat		
	Tyro-Card		
	Muscle Charm		
TYPE	Orange Silk		
	Courage Dust		



No.430 Big Boss ♂♀

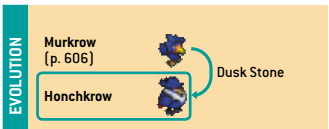
Honchkrow

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LOCATION
- ♥ Spacial Rift B1–B9, B11F–Deep B4, B6–B9F
- ● Zero Isle North B25–B30F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B30–B34F
- ● Destiny Tower 91–99F
- ■ Barren Valley 1F–Deep 5F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
DARK / FLYING	Insomnia Super Luck	Black Gummi Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	46
BASE EXP.	107

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Pursuit	TM	Psych Up	TM	Secret Power		
LV1	Astonish	TM	Natural Gift	TM	Protect		
LV1	Haze	TM	Payback	TM	Substitute		
LV1	Wing Attack	TM	Shadow Ball	TM	Calm Mind		
LV25	Swagger	TM	Vacuum-Cut	TM	Hidden Power		
LV35	Nasty Plot	TM	Wide Slash	TM	Attract		
LV45	Night Slash	TM	Taunt	TM	Frustration		
LV55	Dark Pulse	TM	Pluck	TM	Captivate		
TM	Dark Pulse	TM	Aerial Ace	TM	Dream Eater		
TM	Torment	TM	Thunder Wave	HM	Defog		
TM	Swagger	TM	Toxic	HM	Fly		
TM	Return	TM	Thief				
TM	Facade	TM	Sleep Talk				
TM	Giga Impact	TM	Rest				
TM	Endure	TM	Hyper Beam				
TM	Psychic	TM	Steel Wing				
TM	Embargo	TM	Roost				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	23	21	20	20	0
10	54	32	26	29	25	1960
20	82	42	34	38	32	38444
30	116	52	41	48	39	119303
40	136	61	47	58	46	293033
50	147	66	52	63	51	568722
60	157	72	58	68	56	951353
70	167	82	68	78	66	1338826
80	177	92	78	88	76	1727072
90	187	102	88	98	86	2116090
100	197	112	98	108	96	2505926

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Honch-Cape	TYPE	Dark Gem
			Dusk Globe
			Sky Silk
			Sky Dust
EVOLUTION	Murkrow Hat		Sky Gem
			Sky Globe
TYPE	Black Silk		
	Dark Dust		



No.250 Rainbow Unknown

Ho-Oh

♥ 5



LOCATION
- ♥ Mt. Mistral 19F
- * Does not appear once recruited

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
FIRE / FLYING	Pressure	Red Gummi Sky Gummi

TERRAIN	Air
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	225
BASE EXP.	180

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Whirlwind	TM	Will-O-Wisp	TM	SolarBeam	TM	Protect
LV9	Safeguard	TM	Return	TM	Fire Blast	TM	Substitute
LV15	Gust	TM	Flamethrower	TM	Charge Beam	TM	Calm Mind
LV23	Recover	TM	Thunder	TM	Pluck	TM	Hidden Power
LV29	Fire Blast	TM	Facade	TM	Aerial Ace	TM	Frustration
LV37	Sunny Day	TM	Giga Impact	TM	Shock Wave	TM	Dream Eater
LV43	Swift	TM	Giga Drain	TM	Thunder Wave	TM	Reflect
LV51	Natural Gift	TM	Endure	TM	Toxic	HM	Rock Smash
LV57	AncientPower	TM	Psychic	TM	Sleep Talk	HM	Strength
LV65	Extrasensory	TM	Psych Up	TM	Rest	HM	Defog
LV71	Punishment	TM	Earthquake	TM	Hyper Beam	HM	Fly
LV79	Future Sight	TM	Natural Gift	TM	Steel Wing		
LV85	Sacred Fire	TM	Shadow Ball	TM	Roost		
LV93	Calm Mind	TM	Thunderbolt	TM	Light Screen		
LV99	Sky Attack	TM	Vacuum-Cut	TM	Secret Power		
TM	Swagger	TM	Safeguard	TM	Flash		
TM	Overheat	TM	Wide Slash	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	55	11	9	12	6	0
10	82	20	14	21	15	1874
20	108	36	19	37	25	42184
30	126	56	28	57	30	131945
40	136	66	38	67	35	325197
50	146	76	57	77	54	632070
60	156	86	68	87	65	1058114
70	166	96	78	97	75	1489554
80	176	106	88	107	85	1921855
90	186	118	98	119	95	2355017
100	196	137	108	138	105	2789090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rainbow Veil	TYPE	Fiery Gem
			Fiery Globe
			Sky Silk
			Sky Dust
EVOLUTION			Sky Gem
			Sky Globe
TYPE	Red Silk		
	Fire Dust		

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No.163 Owl ♂♀

Hoothoot



FOOTPRINT

TYPE: NORMAL / FLYING

ABILITY: Insomnia, Keen Eye

FAVORITE GUMMI: White Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	59

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Foggy Forest 1–5F
- ● Zero Isle East B6–B10F
- ● Zero Isle West B6–B10F
- ● Zero Isle South B16–B18F
- ● Destiny Tower 16–19F
- ■ Murky Forest 1–3F

EVOLUTION
- Hoothoot → (Lv20) → Noctowl (p. 610)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	12	6	12	6	0
10	32	19	11	19	11	1618
20	44	29	17	29	17	36431
30	74	48	36	48	34	113949
40	103	59	46	59	44	280845
50	122	69	56	69	54	545865
60	127	75	62	74	59	913804
70	137	85	72	84	69	1286402
80	147	95	82	94	79	1659744
90	157	105	92	104	89	2033829
100	167	115	102	114	99	2408701

MOVE LIST

LV1	Tackle	TM	Facade	TM	Secret Power	EGG	Wing Attack
LV1	Growl	TM	Silver Wind	TM	Protect	EGG	Night Shade
LV1	Foresight	TM	Endure	TM	Substitute	EGG	FeatherDance
LV5	Hypnosis	TM	Psychic	TM	Hidden Power	EGG	Whirlwind
LV9	Peck	TM	Psych Up	TM	Attract		
LV13	Uproar	TM	Natural Gift	TM	Frustration		
LV17	Reflect	TM	Shadow Ball	TM	Captivate		
LV21	Confusion	TM	Vacuum-Cut	TM	Dream Eater		
LV25	Take Down	TM	Wide Slash	TM	Recycle		
LV29	Air Slash	TM	Pluck	TM	Reflect		
LV33	Zen Headbutt	TM	Aerial Ace	HM	Defog		
LV37	Extrasensory	TM	Toxic	HM	Fly		
LV41	Psycho Shift	TM	Thief	EGG	Mirror Move		
LV45	Roost	TM	Sleep Talk	EGG	Agility		
LV49	Dream Eater	TM	Rest	EGG	Sky Attack		
TM	Swagger	TM	Steel Wing	EGG	Faint Attack		
TM	Return	TM	Roost	EGG	Supersonic		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Expose Specs	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Noctowl Torc		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

No.187 Cottonweed ♂♀

Hoppip



TYPE: GRASS / FLYING

ABILITY: Chlorophyll, Leaf Guard

FAVORITE GUMMI: Grass Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	38

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Apple Woods 1–5F
- ♥ Oran Forest 1–4F
- ● Zero Isle South B9–B10F
- ● Destiny Tower 9–10F
- ■ Murky Forest 1–7F

EVOLUTION
- Hoppip → (Lv18) → Skiploom (p. 641) → (Lv27) → Jumpluff (p. 576)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	8	8	8	7	0
10	29	17	10	17	8	1372
20	39	27	19	27	15	30884
30	53	37	29	36	25	96599
40	73	45	38	43	35	238083
50	88	51	45	50	44	462751
60	98	58	52	57	51	774666
70	108	68	62	67	61	1090532
80	118	78	72	77	71	1407028
90	128	88	82	87	81	1724154
100	138	98	92	97	91	2041948

MOVE LIST

LV1	Splash	TM	Energy Ball	TM	Rest	EGG	Reflect
LV4	Synthesis	TM	Return	TM	Secret Power		
LV7	Tail Whip	TM	Facade	TM	Flash		
LV10	Tackle	TM	Giga Drain	TM	Protect		
LV12	PoisonPowder	TM	Silver Wind	TM	Substitute		
LV14	Stun Spore	TM	Grass Knot	TM	Hidden Power		
LV16	Sleep Powder	TM	Endure	TM	Attract		
LV19	Bullet Seed	TM	Natural Gift	TM	Frustration		
LV22	Leech Seed	TM	Vacuum-Cut	TM	Captivate		
LV25	Mega Drain	TM	Wide Slash	EGG	Aromatherapy		
LV28	Cotton Spore	TM	SolarBeam	EGG	Encore		
LV31	U-turn	TM	Bullet Seed	EGG	Psych Up		
LV34	Worry Seed	TM	Aerial Ace	EGG	Double-Edge		
LV37	Giga Drain	TM	Swords Dance	EGG	Helping Hand		
LV40	Bounce	TM	Toxic	EGG	Amnesia		
LV43	Memento	TM	U-turn	EGG	Worry Seed		
TM	Swagger	TM	Sleep Talk	EGG	Confusion		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Zephyr Bow	TYPE	Grass Gem
			Soothe Globe
			Sky Silk
			Sky Dust
EVOLUTION	Skip-Scarf		Sky Gem
	Cotton Torc		Sky Globe
TYPE	Grass Silk		
	Grass Dust		

No.116 Dragon ♂♀

Horsea



TYPE: WATER

ABILITY: Swift Swim, Sniper

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	54

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ● Zero Isle North B26–B30F
- ● Zero Isle East B35–B39F
- ● Zero Isle West B26–B30F

EVOLUTION
- Horsea → (Lv32) → Seadra (p. 634) → (Dragon Scale & Link Cable) → Kingdra (p. 579)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	7	7	8	8	0
10	57	25	16	28	22	1504
20	79	35	26	41	30	33860
30	99	41	32	44	34	105910
40	113	46	35	48	37	261032
50	121	51	39	51	40	507354
60	126	57	43	55	44	849334
70	136	67	53	65	54	1195646
80	146	77	63	75	64	1542648
90	156	87	73	85	74	1890341
100	166	97	83	95	84	2238766

MOVE LIST

LV1	Bubble	TM	Natural Gift	TM	Ice Beam		
LV4	SmokeScreen	TM	Vacuum-Cut	HM	Waterfall		
LV8	Leer	TM	Wide Slash	HM	Surf		
LV11	Water Gun	TM	Toxic	EGG	Aurora Beam		
LV14	Focus Energy	TM	Sleep Talk	EGG	Octazooka		
LV18	BubbleBeam	TM	Rest	EGG	Disable		
LV23	Agility	TM	Secret Power	EGG	Signal Beam		
LV26	Twister	TM	Blizzard	EGG	Flail		
LV30	Brine	TM	Protect	EGG	Splash		
LV35	Hydro Pump	TM	Substitute	EGG	Dragon Rage		
LV38	Dragon Dance	TM	Water Pulse	EGG	DragonBreath		
LV42	Dragon Pulse	TM	Hidden Power				
TM	Swagger	TM	Attract				
TM	Return	TM	Frustration				
TM	Facade	TM	Captivate				
TM	Endure	TM	Flash Cannon				
TM	Brine	TM	Dragon Pulse				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Horsea Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Swirl Scarf		
	Tornado Bow		
TYPE	Blue Silk		
	Water Dust		

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No.229 Dark ♂♀



Houndoom



TYPE: DARK / FIRE

ABILITY: Early Bird, Flash Fire

FAVORITE GUMMI: Black Gummi, Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	97

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Treeshroud Forest 1–10F
- ● Zero Isle North B6–B10F
- ● Zero Isle West B6–B10F
- ● Zero Isle Center B28–B30F

EVOLUTION

Houndour → Houndoom (Lv24)

MOVE LIST

LV1	Smog	TM	Iron Tail	TM	SolarBeam	TM	Dream Eater
LV1	Howl	TM	Dark Pulse	TM	Fire Blast	HM	Rock Smash
LV1	Leer	TM	Torment	TM	Taunt	HM	Strength
LV1	Ember	TM	Swagger	TM	Toxic		
LV2	Thunder Fang	TM	Overheat	TM	Thief		
LV4	Howl	TM	Will-O-Wisp	TM	Sleep Talk		
LV9	Smog	TM	Return	TM	Rest		
LV14	Howl	TM	Flamethrower	TM	Hyper Beam		
LV17	Bite	TM	Facade	TM	Secret Power		
LV22	Odor Sleuth	TM	Giga Impact	TM	Sludge Bomb		
LV28	Beat Up	TM	Endure	TM	Roar		
LV32	Fire Fang	TM	Embargo	TM	Protect		
LV38	Faint Attack	TM	Natural Gift	TM	Substitute		
LV44	Embargo	TM	Payback	TM	Hidden Power		
LV48	Flamethrower	TM	Shadow Ball	TM	Attract		
LV54	Crunch	TM	Vacuum-Cut	TM	Frustration		
LV60	Nasty Plot	TM	Wide Slash	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	12	12	11	11	0
10	39	19	17	18	16	1617
20	49	29	22	28	21	36396
30	59	39	26	38	25	113842
40	89	58	45	57	44	280580
50	119	68	55	67	54	545350
60	127	74	61	73	60	912941
70	137	84	71	83	70	1285188
80	147	94	81	93	80	1658178
90	157	104	91	103	90	2031909
100	167	114	101	113	100	2406428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pit Fang	TYPE	Dark Gem
			Dusk Globe
			Red Silk
			Fire Dust
EVOLUTION	Dark Choker		Fiery Gem
			Fiery Globe
TYPE	Black Silk		
	Dark Dust		

No.228 Dark ♂♀



Houndour



TYPE: DARK / FIRE

ABILITY: Early Bird, Flash Fire

FAVORITE GUMMI: Black Gummi, Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	65

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ● Forest Path 1–5F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle East B6–B10F
- ● Zero Isle Center B28–B30F
- ● Dark/Fire Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION

Houndour → Houndoom (Lv24)

MOVE LIST

LV1	Leer	TM	Swagger	TM	Thief	EGG	Punishment
LV1	Ember	TM	Overheat	TM	Sleep Talk	EGG	Will-O-Wisp
LV4	Howl	TM	Will-O-Wisp	TM	Rest	EGG	Counter
LV9	Smog	TM	Return	TM	Secret Power	EGG	Thunder Fang
LV14	Howl	TM	Flamethrower	TM	Sludge Bomb	EGG	Reversal
LV17	Bite	TM	Facade	TM	Roar	EGG	Beat Up
LV22	Odor Sleuth	TM	Endure	TM	Protect	EGG	Fire Spin
LV27	Beat Up	TM	Embargo	TM	Substitute	EGG	Fire Fang
LV30	Fire Fang	TM	Natural Gift	TM	Hidden Power	EGG	Nasty Plot
LV35	Faint Attack	TM	Payback	TM	Attract		
LV40	Embargo	TM	Shadow Ball	TM	Frustration		
LV43	Flamethrower	TM	Vacuum-Cut	TM	Captivate		
LV48	Crunch	TM	Wide Slash	TM	Dream Eater		
LV53	Nasty Plot	TM	SolarBeam	HM	Rock Smash		
TM	Iron Tail	TM	Fire Blast	EGG	Rage		
TM	Dark Pulse	TM	Taunt	EGG	Spite		
TM	Torment	TM	Toxic	EGG	Pursuit		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	13	9	16	9	0
10	39	20	14	23	14	1617
20	49	30	19	33	19	36396
30	59	40	23	43	23	113842
40	89	59	42	62	42	280580
50	119	69	52	72	52	545350
60	127	75	58	78	58	912941
70	137	85	68	88	68	1285188
80	147	95	78	98	78	1658178
90	157	105	88	108	88	2031909
100	167	115	98	118	98	2406428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dark Choker	TYPE	Dark Gem
			Dusk Globe
			Red Silk
			Fire Dust
EVOLUTION	Pit Fang		Fiery Gem
			Fiery Globe
TYPE	Black Silk		
	Dark Dust		

No.367 Deep Sea ♂♀



Huntail



TYPE: WATER

ABILITY: Swift Swim

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	117

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Miracle Sea B1F–Deep B4F

EVOLUTION

Clamperl (p. 533) → Deepseatooth & Link Cable → Huntail
Clamperl (p. 533) → Deepseascale & Link Cable → Gorebyss (p. 564)

MOVE LIST

LV1	Whirlpool	TM	Brine	TM	Captivate		
LV6	Bite	TM	Natural Gift	TM	Ice Beam		
LV10	Screech	TM	Vacuum-Cut	HM	Waterfall		
LV15	Water Pulse	TM	Wide Slash	HM	Surf		
LV19	Scary Face	TM	Dive				
LV24	Ice Fang	TM	Toxic				
LV28	Brine	TM	Sleep Talk				
LV33	Baton Pass	TM	Rest				
LV37	Dive	TM	Hyper Beam				
LV42	Crunch	TM	Secret Power				
LV46	Aqua Tail	TM	Blizzard				
LV51	Hydro Pump	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Return	TM	Water Pulse				
TM	Facade	TM	Hidden Power				
TM	Giga Impact	TM	Attract				
TM	Endure	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	12	10	12	0
10	42	14	15	13	15	1616
20	67	19	19	16	18	36389
30	97	27	27	35	28	113820
40	121	46	41	51	41	280527
50	131	51	45	54	44	545247
60	136	57	49	58	48	912769
70	146	67	59	68	58	1284946
80	156	77	69	78	68	1657865
90	166	87	79	88	78	2031526
100	176	97	89	98	88	2405974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Deep Torc	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Clam-Brooch		
	Gore-Scarf		
TYPE	Blue Silk		
	Water Dust		

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No.97 Hypnosis ♂♀



Hypno



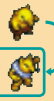
TYPE PSYCHIC

ABILITY Insomnia / Forewarn

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Deep Spacial Rift B6–B9F
- ● Southeastern Islands B1–B24F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B14–B17F
- ● Destiny Tower 14–17F
- ■ Temporal Spire 1–10F

EVOLUTION



Drowzee (p. 546) → Lv26 → Hypno

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	43

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Nightmare	LV64	Zen Headbutt	TM	Safeguard	TM	Substitute
LV1	Disable	LV69	Future Sight	TM	Wide Slash	TM	Calm Mind
LV1	Hypnosis	TM	Torment	TM	Skill Swap	TM	Hidden Power
LV1	Confusion	TM	Swagger	TM	Taunt	TM	Attract
LV2	Pound	TM	Return	TM	Thunder Wave	TM	Frustration
LV2	Switcheroo	TM	Facade	TM	Toxic	TM	Captivate
LV7	Disable	TM	Brick Break	TM	Trick Room	TM	Dream Eater
LV9	Confusion	TM	Focus Blast	TM	Drain Punch	TM	Recycle
LV15	Headbutt	TM	Focus Punch	TM	Thief	TM	Reflect
LV18	Poison Gas	TM	Giga Impact	TM	Fling		
LV21	Meditate	TM	Grass Knot	TM	Sleep Talk		
LV28	Psybeam	TM	Endure	TM	Rest		
LV33	Psych Up	TM	Psychic	TM	Hyper Beam		
LV38	Headbutt	TM	Psych Up	TM	Light Screen		
LV45	Swagger	TM	Natural Gift	TM	Secret Power		
LV50	Psychic	TM	Shadow Ball	TM	Flash		
LV55	Nasty Plot	TM	Vacuum-Cut	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	10	5	10	5	0
10	58	25	19	25	19	1565
20	84	34	29	34	29	35228
30	103	44	39	44	39	110186
40	113	54	49	54	49	271571
50	123	59	53	57	52	527838
60	129	65	57	61	56	883626
70	139	75	67	71	66	1243919
80	149	85	77	81	76	1604932
90	159	95	87	91	86	1966663
100	169	105	97	101	96	2329155

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dream Coin	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Drowzee Tie		
TYPE	Gold Silk		
	Psyche Dust		

No.174 Balloon ♂♀



Igglybuff



TYPE NORMAL

ABILITY Cute Charm

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B6–B17F
- ♥ Marine Resort 8–14F

EVOLUTION



Igglybuff → IQ of at least ★2–2.5 → Jigglypuff (p. 575) / Wigglytuff (p. 672) → Moon Stone

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	25

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Charm	TM	Shadow Ball	TM	Water Pulse		
LV1	Sing	TM	Vacuum-Cut	TM	Hidden Power		
LV5	Defense Curl	TM	Safeguard	TM	Attract		
LV9	Pound	TM	Wide Slash	TM	Frustration		
LV13	Sweet Kiss	TM	SolarBeam	TM	Captivate		
LV17	Copycat	TM	Fire Blast	TM	Dream Eater		
*1	Pound	TM	Shock Wave	TM	Recycle		
TM	Dig	TM	Thunder Wave	TM	Reflect		
TM	Swagger	TM	Toxic	EGG	Fake Tears		
TM	Return	TM	Fling	EGG	Gravity		
TM	Flamethrower	TM	Sleep Talk	EGG	Faint Attack		
TM	Facade	TM	Rest	EGG	Last Resort		
TM	Grass Knot	TM	Light Screen	EGG	Wish		
TM	Endure	TM	Secret Power	EGG	Present		
TM	Psychic	TM	Flash	EGG	Covet		
TM	Psych Up	TM	Protect	EGG	Perish Song		
TM	Natural Gift	TM	Substitute				

LEVEL UP DATA

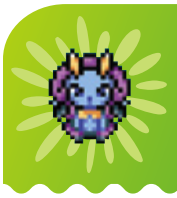
Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	9	8	8	0
10	30	14	12	11	11	1518
20	55	31	29	27	28	34183
30	92	47	42	50	43	106918
40	110	52	45	54	47	263515
50	115	57	49	57	50	512181
60	120	63	53	61	54	857414
70	130	73	63	71	64	1207020
80	140	83	73	81	74	1557324
90	150	93	83	91	84	1908324
100	160	103	93	101	94	2260064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Iggly-Dew		Wiggly-Card
	Iggly-Card		Buddy Rock
	Bouncy Charm		Friend Torc
	Pretty Bow	TYPE	White Silk
	Fluff Dust		Normal Dust
EVOLUTION	Jiggly-Song		White Gem
	Jiggly-Card		Joy Globe
	Slumber Rock		
	Snooze Ring		
	Wiggly-Hair		

*1 During Special Episode 2

No.314 Firefly ♀ Only



Illumise



TYPE BUG

ABILITY Oblivious / Tinted Lens

FAVORITE GUMMI Green Gummi

LOCATION
- ♥ Upper Steam Cave 1–7F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B24–B29F
- ● Zero Isle West B18–B22F
- ● Zero Isle South B49–B54F
- ● Destiny Tower 49–54F
- ■ Limestone Cavern B1F–Deep B5F

EVOLUTION



Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Focus Punch	TM	U-turn	EGG	Growth
LV5	Sweet Scent	TM	Giga Drain	TM	Fling	EGG	Baton Pass
LV9	Charm	TM	Silver Wind	TM	Sleep Talk	EGG	Bug Buzz
LV13	Moonlight	TM	Endure	TM	Rest		
LV17	Quick Attack	TM	Psych Up	TM	Roost		
LV21	Wish	TM	Natural Gift	TM	Light Screen		
LV25	Encore	TM	Shadow Ball	TM	Secret Power		
LV29	Flatter	TM	Thunderbolt	TM	Flash		
LV33	Helping Hand	TM	Vacuum-Cut	TM	Protect		
LV37	Zen Headbutt	TM	Wide Slash	TM	Substitute		
LV41	Bug Buzz	TM	SolarBeam	TM	Water Pulse		
LV45	Covet	TM	Charge Beam	TM	Hidden Power		
TM	Swagger	TM	Aerial Ace	TM	Attract		
TM	Return	TM	Shock Wave	TM	Frustration		
TM	Thunder	TM	Thunder Wave	TM	Captivate		
TM	Facade	TM	Toxic	EGG	Encore		
TM	Brick Break	TM	Thief	EGG	Silver Wind		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	17	3	9	7	0
10	51	25	8	19	13	1768
20	74	47	27	41	29	39792
30	94	59	40	54	42	124465
40	114	69	50	64	52	306762
50	131	79	60	74	62	596237
60	141	90	69	83	73	998129
70	151	100	79	93	83	1405110
80	161	110	89	103	93	1812904
90	171	120	99	113	103	2221509
100	181	130	109	123	113	2630974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Evening Bow	TYPE	Guard Gem
			Defend Globe
EVOLUTION			
TYPE	Green Silk		
	Wonder Dust		

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No.392 Flame ♂♀

Infernape

FOOTPRINT



TYPE	FIRE / FIGHTING
ABILITY	Blaze
FAVORITE GUMMI	Red Gummi, Orange Gummi
TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Deep Dark Crater B6–B14F

EVOLUTION
- Chimchar (p. 532)
- Lv14
- Monferno (p. 604)
- Lv36
- Infernape

MOVE LIST

LV1	Taunt	TM	Dig	TM	Shadow Claw	TM	Secret Power
LV1	Leer	TM	Torment	TM	Vacuum-Cut	TM	Bulk Up
LV1	Scratch	TM	Swagger	TM	Wide Slash	TM	Roar
LV1	Ember	TM	Rock Slide	TM	Stealth Rock	TM	Protect
LV7	Ember	TM	Overheat	TM	Stone Edge	TM	Substitute
LV9	Taunt	TM	Will-O-Wisp	TM	SolarBeam	TM	Calm Mind
LV14	Mach Punch	TM	Return	TM	Fire Blast	TM	Hidden Power
LV17	Fury Swipes	TM	Flamethrower	TM	Taunt	TM	Attract
LV21	Flame Wheel	TM	Facade	TM	Aerial Ace	TM	Frustration
LV29	Feint	TM	Brick Break	TM	Swords Dance	TM	Captivate
LV33	Punishment	TM	Focus Blast	TM	Poison Jab	HM	Cut
LV41	Close Combat	TM	Focus Punch	TM	Toxic	HM	Rock Smash
LV45	Fire Spin	TM	Giga Impact	TM	U-turn	HM	Strength
LV53	Calm Mind	TM	Grass Knot	TM	Fling	HM	Rock Climb
LV57	Flare Blitz	TM	Endure	TM	Sleep Talk		
LV72	Blast Burn	TM	Earthquake	TM	Rest		
TM	Iron Tail	TM	Natural Gift	TM	Hyper Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	4	3	4	5	0
10	49	22	21	22	23	1760
20	76	39	35	38	38	39625
30	96	50	48	53	51	123942
40	116	60	58	63	61	305474
50	126	73	68	77	71	593735
60	136	83	78	87	81	993941
70	146	93	88	97	91	1399215
80	156	103	98	107	101	1805297
90	166	113	108	117	111	2212188
100	176	123	118	127	121	2619935

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Infern-Hair	TYPE	Monfer-Crest
	Infern-Fang		Burst Sash
	Infern-Seal		Red Silk
	Blazing Ruff		Fire Dust
EVOLUTION	Chim-Hair		Fiery Gem
	Chim-Fang		Fiery Globe
	Nimble Charm		Orange Silk
	Ember Cap		Courage Dust
	Monfer-Hair		Fight Gem
	Monfer-Fang		Power Globe

IQ must be at least ★3–3.5 to know or learn Blast Burn



No.2 Seed ♂♀

Ivysaur

FOOTPRINT



TYPE	GRASS / POISON
ABILITY	Overgrow
FAVORITE GUMMI	Grass Gummi, Pink Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	31

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B21–B25F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B21–B25F

EVOLUTION
- Bulbasaur (p. 525)
- Lv16
- Ivysaur
- Lv32
- Venusaur (p. 665)

MOVE LIST

LV1	Tackle	TM	Energy Ball	TM	Sludge Bomb		
LV1	Growl	TM	Return	TM	Protect		
LV1	Leech Seed	TM	Facade	TM	Substitute		
LV3	Growl	TM	Giga Drain	TM	Hidden Power		
LV7	Leech Seed	TM	Grass Knot	TM	Attract		
LV9	Vine Whip	TM	Endure	TM	Frustration		
LV13	PoisonPowder	TM	Natural Gift	TM	Captivate		
LV13	Sleep Powder	TM	Vacuum-Cut	HM	Cut		
LV15	Take Down	TM	Wide Slash	HM	Rock Smash		
LV20	Razor Leaf	TM	SolarBeam	HM	Strength		
LV23	Sweet Scent	TM	Bullet Seed				
LV28	Growth	TM	Swords Dance				
LV31	Double-Edge	TM	Toxic				
LV36	Worry Seed	TM	Sleep Talk				
LV39	Synthesis	TM	Rest				
LV44	SolarBeam	TM	Secret Power				
TM	Swagger	TM	Flash				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	2	4	3	0
10	44	19	20	22	21	1711
20	69	38	39	42	40	38528
30	99	48	49	54	50	120511
40	120	58	59	64	59	297017
50	130	63	64	69	64	577298
60	140	71	72	72	67	966424
70	150	81	82	82	77	1360477
80	160	91	92	92	87	1755317
90	170	101	102	102	97	2150943
100	180	111	112	112	107	2547402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ivy-Claw	TYPE	Venus-Seal
	Ivy-Fang		Solar Sash
	Ivy-Crest		Grass Silk
	Plant Torc		Grass Dust
EVOLUTION	Bulba-Claw		Grass Gem
	Bulba-Fang		Soothe Globe
	Grass-Guard		Pink Silk
	Leafy Tie		Poison Dust
	Venus-Claw		Poison Gem
	Venus-Fang		Poison Globe



No.39 Balloon ♂♀

Jigglypuff



TYPE	NORMAL
ABILITY	Cute Charm
FAVORITE GUMMI	White Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	38

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ● The Nightmare B1–B12F
- ♥ Marine Resort 1–9F
- ● Zero Isle North B31–B35F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B1–B3F

EVOLUTION
- Igglybuff (p. 574)
- IQ of at least ★2–2.5
- Jigglypuff
- Moon Stone
- Wigglytuff (p. 672)

MOVE LIST

LV1	Sing	TM	Thunder	TM	Fire Blast	TM	Attract
LV5	Defense Curl	TM	Facade	TM	Charge Beam	TM	Frustration
LV9	Pound	TM	Brick Break	TM	Shock Wave	TM	Captivate
LV13	Disable	TM	Focus Punch	TM	Thunder Wave	TM	Dream Eater
LV17	Rollout	TM	Grass Knot	TM	Toxic	TM	Recycle
LV21	DoubleSlap	TM	Endure	TM	Drain Punch	TM	Reflect
LV25	Rest	TM	Psychic	TM	Fling	TM	Ice Beam
LV29	Body Slam	TM	Psych Up	TM	Sleep Talk	HM	Strength
LV33	Gyro Ball	TM	Natural Gift	TM	Rest		
LV37	Wake-Up Slap	TM	Gyro Ball	TM	Light Screen		
LV41	Mimic	TM	Shadow Ball	TM	Secret Power		
LV45	Hyper Voice	TM	Thunderbolt	TM	Blizzard		
LV49	Double-Edge	TM	Vacuum-Cut	TM	Flash		
TM	Dig	TM	Safeguard	TM	Protect		
TM	Swagger	TM	Wide Slash	TM	Substitute		
TM	Return	TM	Stealth Rock	TM	Water Pulse		
TM	Flamethrower	TM	SolarBeam	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	3	4	3	3	0
10	15	7	7	6	6	1518
20	40	24	24	22	23	34183
30	77	40	37	45	38	106918
40	95	45	40	49	42	263515
50	100	50	44	52	45	512181
60	105	56	48	56	49	857414
70	115	66	58	66	59	1207020
80	125	76	68	76	69	1557324
90	135	86	78	86	79	1908324
100	145	96	88	96	89	2260064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Jiggly-Song	TYPE	Buddy Rock
	Jiggly-Card		Friend Torc
	Slumber Rock		White Silk
	Snooze Ring		Normal Dust
EVOLUTION	Iggly-Dew		White Gem
	Iggly-Card		Joy Globe
	Bouncy Charm		
	Pretty Bow		
	Wiggly-Hair		
	Wiggly-Card		

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No.385 Wish Unknown



Jirachi



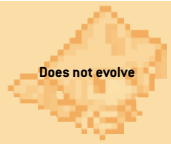
TYPE STEEL / PSYCHIC

ABILITY Serene Grace

FAVORITE GUMMI Silver Gummi, Gold Gummi

LOCATION
- ● Star Cave B16F
- * Appears only when its Challenge Letter is accepted.
- ■ Star Cave Pit (Depths B5F)

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	147

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Wish	TM	Energy Ball	TM	Charge Beam	TM	Water Pulse
LV1	Confusion	TM	Return	TM	Aerial Ace	TM	Calm Mind
LV5	Rest	TM	Thunder	TM	Shock Wave	TM	Hidden Power
LV10	Swift	TM	Facade	TM	Thunder Wave	TM	Frustration
LV15	Helping Hand	TM	Giga Impact	TM	Toxic	TM	Dream Eater
LV20	Psychic	TM	Grass Knot	TM	Trick Room	TM	Flash Cannon
LV25	Refresh	TM	Endure	TM	Drain Punch	TM	Recycle
LV30	Rest	TM	Psychic	TM	U-turn	TM	Reflect
LV35	Zen Headbutt	TM	Psych Up	TM	Fling		
LV40	Double-Edge	TM	Natural Gift	TM	Sleep Talk		
LV45	Gravity	TM	Shadow Ball	TM	Rest		
LV50	Healing Wish	TM	Thunderbolt	TM	Hyper Beam		
LV55	Future Sight	TM	Vacuum-Cut	TM	Light Screen		
LV60	Cosmic Power	TM	Safeguard	TM	Secret Power		
LV65	Last Resort	TM	Wide Slash	TM	Flash		
LV70	Doom Desire	TM	Skill Swap	TM	Protect		
TM	Swagger	TM	Stealth Rock	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	15	10	0
10	53	19	19	24	19	1894
20	83	29	29	34	29	42647
30	105	39	39	45	39	133392
40	115	49	55	59	55	328763
50	125	59	65	69	65	639001
60	145	78	84	89	84	1069718
70	164	88	94	109	94	1505889
80	174	98	104	123	104	1942930
90	184	108	114	133	114	2380842
100	194	118	124	143	124	2819675

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wish Mantle	TYPE	Metal Gem
			Steel Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Iron Silk		
	Steel Dust		

See p.683 for its stats when it appears as a dungeon boss

No.135 Lightning ♂♀



Jolteon



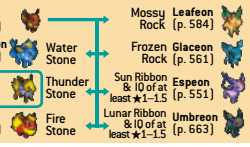
TYPE ELECTRIC

ABILITY Volt Absorb

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Spacial Rift B1–B9, B11–Deep B1–B4, B6–B9F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Light Screen		
LV1	Tackle	TM	Thunder	TM	Secret Power		
LV1	Helping Hand	TM	Facade	TM	Flash		
LV8	Sand-Attack	TM	Giga Impact	TM	Roar		
LV15	ThunderShock	TM	Endure	TM	Protect		
LV22	Quick Attack	TM	Natural Gift	TM	Substitute		
LV29	Double Kick	TM	Shadow Ball	TM	Hidden Power		
LV36	Pin Missile	TM	Thunderbolt	TM	Attract		
LV43	Thunder Fang	TM	Vacuum-Cut	TM	Frustration		
LV50	Last Resort	TM	Wide Slash	TM	Captivate		
LV57	Thunder Wave	TM	Charge Beam	HM	Rock Smash		
LV64	Agility	TM	Shock Wave	HM	Strength		
LV71	Thunder	TM	Thunder Wave				
LV78	Discharge	TM	Toxic				
TM	Iron Tail	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Hyper Beam				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

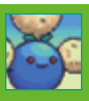
EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Volt Collar	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Yellow Silk		
	Thunder Dust		

No.189 Cottonweed ♂♀



Jumpluff



TYPE GRASS / FLYING

ABILITY Chlorophyll, Leaf Guard

FAVORITE GUMMI Grass Gummi, Sky Gummi

LOCATION
- ● Dusk Forest 1–8F
- ♥ Mt. Mistral 1–19F
- ♥ Sky Stairway 1–49F
- ■ Southern Jungle 1–10F
- ■ Barren Valley 1F–Deep 5F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Synthesis	LV48	Bounce	TM	Swords Dance		
LV1	Tail Whip	LV52	Memento	TM	Toxic		
LV1	Tackle	TM	Swagger	TM	U-turn		
LV1	Splash	TM	Energy Ball	TM	Sleep Talk		
LV4	Synthesis	TM	Return	TM	Rest		
LV7	Tail Whip	TM	Facade	TM	Hyper Beam		
LV10	Tackle	TM	Giga Impact	TM	Secret Power		
LV12	PoisonPowder	TM	Giga Drain	TM	Flash		
LV14	Stun Spore	TM	Silver Wind	TM	Protect		
LV16	Sleep Powder	TM	Grass Knot	TM	Substitute		
LV20	Bullet Seed	TM	Endure	TM	Hidden Power		
LV24	Leech Seed	TM	Natural Gift	TM	Attract		
LV28	Mega Drain	TM	Vacuum-Cut	TM	Frustration		
LV32	Cotton Spore	TM	Wide Slash	TM	Captivate		
LV36	U-turn	TM	SolarBeam				
LV40	Worry Seed	TM	Bullet Seed				
LV44	Giga Drain	TM	Aerial Ace				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	9	1	9	8	0
10	53	18	3	18	9	1372
20	63	28	12	28	16	30884
30	77	38	22	37	26	96599
40	97	46	31	44	36	238083
50	112	52	38	51	45	462751
60	122	59	45	58	52	774666
70	132	69	55	68	62	1090532
80	142	79	65	78	72	1407028
90	152	89	75	88	82	1724154
100	162	99	85	98	92	2041948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cotton Torc	TYPE	Grass Gem
			Soothe Globe
			Sky Silk
			Sky Dust
EVOLUTION	Zephyr Bow		Sky Gem
	Skip-Scarf		Sky Globe
TYPE	Grass Silk		
	Grass Dust		

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No.124 Human Shape ♀ Only

Jynx



♥ 0

TYPE ICE / PSYCHIC

ABILITY Oblivious / Forewarn

FAVORITE GUMMI Clear Gummi / Gold Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B6–B10F
- ● Zero Isle Center B14–B16F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	74

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Lovely Kiss	TM	Torment	TM	Wide Slash	TM	Water Pulse
LV1	Powder Snow	TM	Swagger	TM	Skill Swap	TM	Calm Mind
LV1	Lick	TM	Energy Ball	TM	Taunt	TM	Hidden Power
LV1	Pound	TM	Return	TM	Toxic	TM	Attract
LV5	Lick	TM	Facade	TM	Trick Room	TM	Frustration
LV8	Lovely Kiss	TM	Brick Break	TM	Drain Punch	TM	Captivate
LV11	Powder Snow	TM	Focus Blast	TM	Thief	TM	Avalanche
LV15	DoubleSlap	TM	Focus Punch	TM	Fling	TM	Dream Eater
LV18	Ice Punch	TM	Giga Impact	TM	Sleep Talk	TM	Recycle
LV21	Mean Look	TM	Grass Knot	TM	Rest	TM	Reflect
LV25	Fake Tears	TM	Endure	TM	Hyper Beam	TM	Ice Beam
LV28	Wake-Up Slap	TM	Psychic	TM	Light Screen		
LV33	Avalanche	TM	Psych Up	TM	Secret Power		
LV39	Body Slam	TM	Natural Gift	TM	Blizzard		
LV44	Wring Out	TM	Payback	TM	Flash		
LV49	Perish Song	TM	Shadow Ball	TM	Protect		
LV55	Blizzard	TM	Vacuum-Cut	TM	Substitute		

EVOLUTION

Smoochum (p. 645) → Jynx — Lv30

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	7	6	9	5	0
10	70	21	23	27	23	1618
20	94	31	33	43	39	36426
30	114	41	43	53	49	113934
40	130	46	46	57	52	280807
50	140	51	50	60	55	545791
60	145	57	54	64	59	913681
70	155	67	64	74	69	1286228
80	165	77	74	84	79	1659520
90	175	87	84	94	89	2033554
100	185	97	94	104	99	2408376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Jynx Song	TYPE	Icy Gem
	Jynx Card		Icy Globe
EVOLUTION	Frozen Ore		Gold Silk
	Ruin Scarf		Psyche Dust
	Smooch-Song		Psyche Gem
	Smooch-Card		Psyche Globe
TYPE	Kiss Charm		
	Heart Tiara		
	Clear Silk		
	Icy Dust		



No.140 Shellfish ♂♀

Kabuto



♥ 4

TYPE ROCK / WATER

ABILITY Swift Swim / Battle Armor

FAVORITE GUMMI Gray Gummi / Blue Gummi

LOCATION
- ● Beach Cave B1–B4F
- ♥ Marine Resort 1–18F
- ● Zero Isle East B1–B5F
- ● Zero Isle West B1–B2F
- ● Rock/Water Maze B1–B5F
- ♥ Final Maze B1–B48F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17
BASE EXP.	11

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden	TM	Giga Drain	TM	Attract	EGG	Mud Shot
LV1	Scratch	TM	Endure	TM	Frustration		
LV6	Absorb	TM	Brine	TM	Captivate		
LV11	Leer	TM	Natural Gift	TM	Ice Beam		
LV16	Mud Shot	TM	Vacuum-Cut	TM	Rock Polish		
LV21	Sandstorm	TM	Wide Slash	HM	Rock Smash		
LV26	Endure	TM	Stealth Rock	HM	Waterfall		
LV31	Aqua Jet	TM	Toxic	HM	Surf		
LV36	Mega Drain	TM	Thief	EGG	Dig		
LV41	Metal Sound	TM	Sleep Talk	EGG	Confuse Ray		
LV46	AncientPower	TM	Rest	EGG	Screech		
LV51	Wring Out	TM	Secret Power	EGG	Aurora Beam		
TM	Dig	TM	Blizzard	EGG	Rapid Spin		
TM	Swagger	TM	Protect	EGG	Icy Wind		
TM	Rock Slide	TM	Substitute	EGG	Flail		
TM	Return	TM	Water Pulse	EGG	Knock Off		
TM	Facade	TM	Hidden Power	EGG	BubbleBeam		

EVOLUTION

Kabuto → Kabutops — Lv40

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	8	5	6	5	0
10	47	25	22	24	17	1455
20	68	35	31	35	27	32764
30	88	45	35	45	36	102482
40	98	54	41	55	43	252582
50	103	59	46	60	48	490931
60	108	65	52	65	53	821842
70	118	75	62	75	63	1156943
80	128	85	72	85	73	1492713
90	138	95	82	95	83	1829151
100	148	105	92	105	93	2166298

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kabuto Hat	TYPE	Stone Gem
			Rock Globe
			Blue Silk
			Water Dust
EVOLUTION	Kabu-Torc		Aqua Gem
			Aqua Globe
TYPE	Gray Silk		
	Rock Dust		



No.141 Shellfish ♂♀

Kabutops



♥ 1

TYPE ROCK / WATER

ABILITY Swift Swim / Battle Armor

FAVORITE GUMMI Gray Gummi / Blue Gummi

LOCATION
- ● Brine Cave Pit (Lower B6F)
- ♥ Marine Resort 1–18F
- ● Zero Isle North B1–B5F
- ● Zero Isle West B11–B15F

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	96

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden	TM	Swagger	TM	Toxic	HM	Rock Smash
LV1	Absorb	TM	Rock Slide	TM	Thief	HM	Waterfall
LV1	Scratch	TM	Return	TM	Sleep Talk	HM	Surf
LV1	Feint	TM	Facade	TM	Rest	HM	Rock Climb
LV4	Leer	TM	Brick Break	TM	Hyper Beam		
LV6	Absorb	TM	Giga Impact	TM	Secret Power		
LV16	Mud Shot	TM	Giga Drain	TM	Blizzard		
LV21	Sand-Attack	TM	Endure	TM	Protect		
LV26	Endure	TM	Brine	TM	Substitute		
LV31	Aqua Jet	TM	X-Scissor	TM	Water Pulse		
LV36	Mega Drain	TM	Natural Gift	TM	Hidden Power		
LV40	Slash	TM	Vacuum-Cut	TM	Attract		
LV45	Metal Sound	TM	Wide Slash	TM	Frustration		
LV54	AncientPower	TM	Stealth Rock	TM	Captivate		
LV63	Wring Out	TM	Stone Edge	TM	Ice Beam		
LV72	Night Slash	TM	Aerial Ace	TM	Rock Polish		
TM	Dig	TM	Swords Dance	HM	Cut		

EVOLUTION

Kabuto → Kabutops — Lv40

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	6	4	1	2	0
10	52	23	21	19	14	1455
20	73	33	30	30	24	32764
30	93	43	34	40	33	102482
40	103	52	40	50	40	252582
50	108	57	45	55	45	490931
60	113	63	51	60	50	821842
70	123	73	61	70	60	1156943
80	133	83	71	80	70	1492713
90	143	93	81	90	80	1829151
100	153	103	91	100	90	2166298

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kabu-Torc	TYPE	Stone Gem
			Rock Globe
			Blue Silk
			Water Dust
EVOLUTION	Kabuto Hat		Aqua Gem
			Aqua Globe
TYPE	Gray Silk		
	Rock Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.64 Psi ♂♀



Kadabra



TYPE PSYCHIC

ABILITY Synchronize / Inner Focus

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Treeshroud Forest 1–9F
- ♥ Spacial Rift B1–B9, B11–B15, Deep B1–B4, B6–B9F
- ♥ Lost Wilderness B1–B17F
- ● Zero Isle West B6–B10F
- ● Zero Isle Center B43–B45F
- ■ Temporal Tower 1–10F

EVOLUTION
Abra (p. 511) → Lv16 → Kadabra → Link Cable → Alakazam (p. 573)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★★★
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	48

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Kinesis	TM	Energy Ball	TM	Shock Wave	TM	Frustration
LV1	Teleport	TM	Return	TM	Thunder Wave	TM	Captivate
LV1	Confusion	TM	Facade	TM	Toxic	TM	Dream Eater
LV16	Confusion	TM	Focus Punch	TM	Trick Room	TM	Recycle
LV18	Disable	TM	Grass Knot	TM	Drain Punch	TM	Reflect
LV22	Miracle Eye	TM	Endure	TM	Thief		
LV24	Psybeam	TM	Psychic	TM	Fling		
LV28	Reflect	TM	Embargo	TM	Sleep Talk		
LV30	Recover	TM	Psych Up	TM	Rest		
LV34	Psycho Cut	TM	Natural Gift	TM	Light Screen		
LV36	Role Play	TM	Shadow Ball	TM	Secret Power		
LV40	Psychic	TM	Vacuum-Cut	TM	Flash		
LV42	Future Sight	TM	Safeguard	TM	Protect		
LV46	Trick	TM	Wide Slash	TM	Substitute		
TM	Iron Tail	TM	Skill Swap	TM	Calm Mind		
TM	Torment	TM	Charge Beam	TM	Hidden Power		
TM	Swagger	TM	Taunt	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	4	12	13	10	0
10	59	11	17	20	15	1470
20	74	21	22	34	20	33106
30	92	31	26	54	24	103551
40	105	40	32	64	31	255217
50	110	45	37	69	36	496052
60	115	51	43	74	41	830415
70	125	61	53	84	51	1169012
80	135	71	63	94	61	1508285
90	145	81	73	104	71	1848232
100	155	91	83	114	81	2188896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Psychic Torc	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Predict Torc		
	Sparkle Ruff		
TYPE	Gold Silk		
	Psyche Dust		

No.14 Cocoon ♂♀



Kakuna



TYPE BUG / POISON

ABILITY Shed Skin

FAVORITE GUMMI Green Gummi / Pink Gummi

LOCATION
- ♥ Apple Woods 8–12F

EVOLUTION
Weedle (p. 670) → Lv7 → Kakuna → Lv10 → Beedrill (p. 520)

TERRAIN	Doesn't Move
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	30

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Harden						
LV7	Harden						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	7	13	7	0
10	34	20	12	20	12	1200
20	44	30	17	30	17	27016
30	54	40	21	40	21	84502
40	64	49	27	50	28	208268
50	69	54	32	55	33	404800
60	74	60	38	60	38	677654
70	84	70	48	70	48	953964
80	94	80	58	80	58	1230825
90	104	90	68	90	68	1508237
100	114	100	78	100	78	1786233

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kakuna Scarf	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Weedle Bow		Poison Gem
	Charge Scarf		Poison Globe
TYPE	Green Silk		
	Wonder Dust		

No.115 Parent ♀ Only



Kangaskhan



TYPE NORMAL

ABILITY Early Bird / Scrappy

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ● Destiny Tower 95–99F

EVOLUTION
Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	55
BASE EXP.	96

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Leer	TM	Facade	TM	Sleep Talk	EGG	Counter
LV1	Comet Punch	TM	Brick Break	TM	Rest	EGG	Disable
LV7	Fake Out	TM	Focus Blast	TM	Hyper Beam	EGG	Endeavor
LV10	Tail Whip	TM	Focus Punch	TM	Secret Power	EGG	Focus Energy
LV13	Bide	TM	Giga Impact	TM	Blizzard	EGG	Safeguard
LV19	Mega Punch	TM	Endure	TM	Roar	EGG	Double-Edge
LV22	Rage	TM	Earthquake	TM	Protect	EGG	Stomp
LV25	Dizzy Punch	TM	Natural Gift	TM	Substitute	EGG	Crush Claw
LV31	Crunch	TM	Shadow Claw	TM	Water Pulse	EGG	Substitute
LV34	Endure	TM	Shadow Ball	TM	Hidden Power	EGG	Foresight
LV37	Outrage	TM	Thunderbolt	TM	Attract		
LV43	Double Hit	TM	Vacuum-Cut	TM	Frustration		
LV46	Sucker Punch	TM	Wide Slash	TM	Captivate		
LV49	Reversal	TM	SolarBeam	TM	Avalanche		
TM	Iron Tail	TM	Fire Blast	TM	Ice Beam		
TM	Dig	TM	Aerial Ace	HM	Cut		
TM	Swagger	TM	Shock Wave	HM	Rock Smash		
TM	Rock Slide	TM	Toxic	HM	Strength		
TM	Return	TM	Drain Punch	HM	Surf		
TM	Flamethrower	TM	Thief	HM	Rock Climb		
TM	Thunder	TM	Fling	EGG	Hammer Arm		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	20	15	15	15	0
10	67	28	20	29	19	1879
20	88	38	26	40	26	42304
30	108	48	36	50	36	132319
40	128	58	46	60	46	326121
50	148	68	56	70	56	633865
60	167	79	65	79	67	1061120
70	177	89	75	89	77	1493785
80	187	99	85	99	87	1927314
90	197	109	95	109	97	2361706
100	207	119	105	119	107	2797012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kang-Apron	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

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No.352 Color Swap ♂♀



Kecleon

TYPE	NORMAL
ABILITY	Color Change
FAVORITE GUMMI	White Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	1

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ (Appears when take items without paying in the dungeon shop)

EVOLUTION
Does not evolve

MOVE LIST

LV1	Flatter	TM	Iron Tail	TM	Vacuum-Cut	TM	Secret Power
LV1	Lick	TM	Dig	TM	Wide Slash	TM	Blizzard
LV1	Tail Whip	TM	Swagger	TM	Skill Swap	TM	Flash
LV2	Scratch	TM	Rock Slide	TM	Stealth Rock	TM	Protect
LV3	Thief	TM	Return	TM	Solarbeam	TM	Substitute
LV4	Bind	TM	Flamethrower	TM	Fire Blast	TM	Water Pulse
LV7	Faint Attack	TM	Thunder	TM	Charge Beam	TM	Hidden Power
LV10	Fury Swipes	TM	Facade	TM	Aerial Ace	TM	Attract
LV14	Feint	TM	Brick Break	TM	Shock Wave	TM	Frustration
LV18	Psybeam	TM	Focus Punch	TM	Thunder Wave	TM	Captivate
LV22	Shadow Sneak	TM	Grass Knot	TM	Toxic	TM	Recycle
LV27	Slash	TM	Endure	TM	Trick Room	TM	Ice Beam
LV32	Screech	TM	Psych Up	TM	Drain Punch	HM	Cut
LV48	Sucker Punch	TM	Natural Gift	TM	Thief	HM	Rock Smash
LV49	Shadow Claw	TM	Shadow Claw	TM	Fling	HM	Strength
LV55	AncientPower	TM	Shadow Ball	TM	Sleep Talk		
LV57	Substitute	TM	Thunderbolt	TM	Rest		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	1	1	1	1	1	0
10	10	1	1	1	1	138836
20	20	1	1	1	1	371356
30	54	26	26	26	26	705107
40	280	252	252	252	252	1250719
50	290	255	255	255	255	1900681
60	300	255	255	255	255	2550681
70	310	255	255	255	255	3200681
80	320	255	255	255	255	3850681
90	330	255	255	255	255	4500681
100	340	255	255	255	255	5150681

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kecleon Torc	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.230 Dragon ♂♀



Kingdra

TYPE	WATER / DRAGON
ABILITY	Swift Swim Sniper
FAVORITE GUMMI	Blue Gummi Royal Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	109

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B25F
- ● Zero Isle North B33–B38F
- ● Zero Isle East B33–B38F
- ● Zero Isle West B33–B38F

EVOLUTION
Horsea (p. 572) → Lv32 → Seadra (p. 634) → Dragon Scale & Link Cable → Kingdra

MOVE LIST

LV1	Yawn	TM	Return	TM	Hidden Power		
LV1	Bubble	TM	Facade	TM	Attract		
LV1	SmokeScreen	TM	Giga Impact	TM	Frustration		
LV1	Leer	TM	Endure	TM	Captivate		
LV4	SmokeScreen	TM	Brine	TM	Flash Cannon		
LV8	Leer	TM	Natural Gift	TM	Dragon Pulse		
LV11	Water Gun	TM	Vacuum-Cut	TM	Ice Beam		
LV14	Focus Energy	TM	Wide Slash	HM	Waterfall		
LV18	BubbleBeam	TM	Toxic	HM	Surf		
LV23	Agility	TM	Sleep Talk				
LV26	Twister	TM	Rest				
LV30	Brine	TM	Hyper Beam				
LV40	Hydro Pump	TM	Secret Power				
LV48	Dragon Dance	TM	Blizzard				
LV57	Dragon Pulse	TM	Protect				
LV72	Draco Meteor	TM	Substitute				
TM	Swagger	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	17	6	6	9	5	0
10	44	24	15	29	19	1504
20	66	34	25	42	27	33860
30	86	40	31	45	31	105910
40	100	45	34	49	34	261032
50	108	50	38	52	37	507354
60	113	56	42	56	41	849334
70	123	66	52	66	51	1195646
80	133	76	62	76	61	1542648
90	143	86	72	86	71	1890341
100	153	96	82	96	81	2238766

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tornado Bow	TYPE	Aqua Gem
			Aqua Globe
			Royal Silk
			Dragon Dust
EVOLUTION	Horsea Bow		Dragon Gem
	Swirl Scarf		Dragon Globe
TYPE	Blue Silk		
	Water Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.99 Pincer ♂♀



Kingler

TYPE	WATER
ABILITY	Hyper Cutter Shell Armor
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	84

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Brine Cave B1–B8F
- ● Treacherous Waters B1–B6, B13–B15F
- ● Zero Isle West B16–B20F
- ■ Limestone Cavern B1–B5F

EVOLUTION
Krabby (p. 580) → Lv28 → Kingler

MOVE LIST

LV1	Bubble	TM	Swagger	TM	Rest		
LV1	Mud Sport	TM	Rock Slide	TM	Hyper Beam		
LV1	ViceGrip	TM	Return	TM	Secret Power		
LV5	ViceGrip	TM	Facade	TM	Blizzard		
LV9	Leer	TM	Brick Break	TM	Protect		
LV11	Harden	TM	Giga Impact	TM	Substitute		
LV15	BubbleBeam	TM	Endure	TM	Water Pulse		
LV19	Mud Shot	TM	Brine	TM	False Swipe		
LV21	Metal Claw	TM	X-Scissor	TM	Hidden Power		
LV25	Stomp	TM	Natural Gift	TM	Attract		
LV32	Protect	TM	Vacuum-Cut	TM	Frustration		
LV37	Guillotine	TM	Wide Slash	TM	Captivate		
LV44	Slam	TM	Swords Dance	TM	Ice Beam		
LV51	Brine	TM	Toxic	HM	Cut		
LV56	Crabhammer	TM	Thief	HM	Rock Smash		
LV63	Flail	TM	Fling	HM	Strength		
TM	Dig	TM	Sleep Talk	HM	Surf		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	20	18	22	18	0
10	49	25	19	26	19	1644
20	59	30	23	31	23	36279
30	69	35	27	36	27	113353
40	91	45	35	48	35	279245
50	116	65	55	75	55	542647
60	136	75	65	85	65	908325
70	146	85	75	95	75	1278632
80	156	95	85	109	85	1649679
90	166	105	95	129	95	2021464
100	176	115	105	148	105	2394032

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Super Sash	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Krabby Bow		
TYPE	Blue Silk		
	Water Dust		

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No.281 Emotion ♂♀



Kirlia

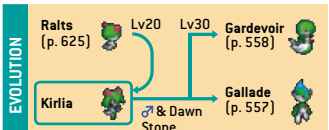
TYPE PSYCHIC

ABILITY Synchronize / Trace

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Treeshroud Forest 10–20F
- ● Destiny Tower 21–25F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	69

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Double Team	TM	Swagger	TM	Thunder Wave	TM	Dream Eater
LV1	Teleport	TM	Return	TM	Toxic	TM	Recycle
LV1	Growl	TM	Facade	TM	Trick Room	TM	Reflect
LV1	Confusion	TM	Grass Knot	TM	Thief		
LV6	Confusion	TM	Endure	TM	Fling		
LV10	Double Team	TM	Psychic	TM	Sleep Talk		
LV12	Teleport	TM	Psych Up	TM	Rest		
LV17	Lucky Chant	TM	Natural Gift	TM	Light Screen		
LV22	Magical Leaf	TM	Shadow Ball	TM	Secret Power		
LV25	Calm Mind	TM	Thunderbolt	TM	Flash		
LV31	Psychic	TM	Vacuum-Cut	TM	Protect		
LV36	Imprison	TM	Safeguard	TM	Substitute		
LV39	Future Sight	TM	Wide Slash	TM	Calm Mind		
LV45	Charm	TM	Skill Swap	TM	Hidden Power		
LV50	Hypnosis	TM	Charge Beam	TM	Attract		
LV53	Dream Eater	TM	Taunt	TM	Frustration		
TM	Torment	TM	Shock Wave	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	12	13	16	13	0
10	53	19	18	23	18	1409
20	73	29	23	33	23	31714
30	85	39	27	43	27	99198
40	95	48	33	53	34	244489
50	100	53	38	58	39	475200
60	105	59	44	63	44	795507
70	115	69	54	73	54	1119871
80	125	79	64	83	64	1444882
90	135	89	74	93	74	1770540
100	145	99	84	103	84	2096883

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magical Bow	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Sensing Hat		
	Caring Scarf		
	Gallant Torc		
TYPE	Gold Silk		
	Psyche Dust		



No.109 Poison Gas ♂♀



Koffing

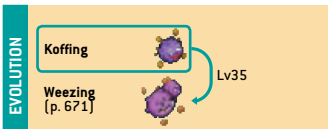
TYPE POISON

ABILITY Levitate

FAVORITE GUMMI Pink Gummi

LOCATION
- ● Beach Cave Pit (B5F)
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B71–B79F
- ● Zero Isle Center B38–B40F
- ● Destiny Tower 71–79F
- ■ Spacial Cliffs 1–10F

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Return	TM	Thief	EGG	Psybeam
LV1	Poison Gas	TM	Flamethrower	TM	Sleep Talk	EGG	Psywave
LV10	Smog	TM	Thunder	TM	Rest	EGG	Curse
LV12	SmokeScreen	TM	Facade	TM	Secret Power	EGG	Destiny Bond
LV15	Assurance	TM	Endure	TM	Flash		
LV19	Selfdestruct	TM	Natural Gift	TM	Sludge Bomb		
LV24	Sludge	TM	Payback	TM	Protect		
LV28	Haze	TM	Gyro Ball	TM	Substitute		
LV33	Gyro Ball	TM	Shadow Ball	TM	Hidden Power		
LV37	Explosion	TM	Thunderbolt	TM	Attract		
LV42	Sludge Bomb	TM	Vacuum-Cut	TM	Frustration		
LV46	Destiny Bond	TM	Wide Slash	TM	Captivate		
LV51	Memento	TM	Explosion	EGG	Pain Split		
TM	Dark Pulse	TM	Fire Blast	EGG	Screech		
TM	Torment	TM	Taunt	EGG	Spite		
TM	Swagger	TM	Shock Wave	EGG	Will-O-Wisp		
TM	Will-O-Wisp	TM	Toxic	EGG	Grudge		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	21	5	21	5	0
10	60	28	10	28	10	1604
20	70	38	15	38	15	35557
30	80	48	25	48	25	111124
40	96	57	41	58	41	273785
50	113	62	51	63	51	532061
60	123	68	61	68	61	890627
70	133	78	71	78	71	1253732
80	143	88	81	88	81	1617563
90	153	98	91	98	91	1982117
100	163	108	101	108	101	2347439

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Koffing Bow	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Weez-Scarf		
TYPE	Pink Silk		
	Poison Dust		

See p.682 for its stats when it appears as a dungeon boss



No.98s River Crab ♂♀



Krabby

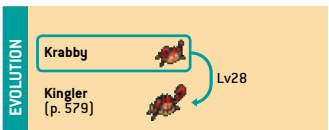
TYPE WATER

ABILITY Hyper Cutter / Shell Armor

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Craggy Coast B1–B9F
- ♥ Marine Resort 1–18F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B12–B16F

EVOLUTION



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	51

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bubble	TM	Rock Slide	TM	Blizzard	EGG	AncientPower
LV1	Mud Sport	TM	Return	TM	Protect	EGG	Flail
LV5	ViceGrip	TM	Facade	TM	Substitute	EGG	Slam
LV9	Leer	TM	Brick Break	TM	Water Pulse	EGG	Swords Dance
LV11	Harden	TM	Endure	TM	False Swipe	EGG	Amnesia
LV15	BubbleBeam	TM	Brine	TM	Hidden Power	EGG	Knock Off
LV19	Mud Shot	TM	X-Scissor	TM	Attract		
LV21	Metal Claw	TM	Natural Gift	TM	Frustration		
LV25	Stomp	TM	Vacuum-Cut	TM	Captivate		
LV29	Protect	TM	Wide Slash	TM	Ice Beam		
LV31	Guillotine	TM	Swords Dance	HM	Cut		
LV35	Slam	TM	Toxic	HM	Rock Smash		
LV39	Brine	TM	Thief	HM	Strength		
LV41	Crabhammer	TM	Fling	HM	Surf		
LV45	Flail	TM	Sleep Talk	EGG	Dig		
TM	Dig	TM	Rest	EGG	Tickle		
TM	Swagger	TM	Secret Power	EGG	Haze		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	14	11	15	11	0
10	34	19	12	19	12	1644
20	44	24	16	24	16	36279
30	54	29	20	29	20	113353
40	76	39	28	41	28	279245
50	101	59	48	68	48	542647
60	121	69	58	78	58	908325
70	131	79	68	88	68	1278632
80	141	89	78	102	78	1649679
90	151	99	88	122	88	2021464
100	161	109	98	141	98	2394032

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Krabby Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Super Sash		
TYPE	Blue Silk		
	Water Dust		

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No.401 Cricket ♂♀



Kricketot

TYPE: BUG

ABILITY: Shed Skin

FAVORITE GUMMI: Green Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 28

BASE EXP.: 20

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Forest Path 1–5F
- ♥ Mystifying Forest 3–8F
- ● Star Cave B1–B9F
- ■ Star Cave B1F–Deep B2F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	18	13	5	14	5	0
10	27	20	10	21	10	1494
20	37	30	15	31	15	33644
30	57	46	29	47	29	105234
40	81	59	44	60	44	259366
50	91	69	54	70	54	504116
60	101	79	64	80	64	843915
70	111	89	74	90	74	1188016
80	121	99	84	100	84	1532804
90	131	109	94	110	94	1878278
100	141	119	104	120	104	2224480

MOVE LIST

LV1	Bide						
LV1	Growl						
LV16	Bug Bite						
TM	Vacuum-Cut						
TM	Wide Slash						

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Still Bow	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Kricke-Torc		
TYPE	Green Silk		
	Wonder Dust		

No.402 Cricket ♂♀



Kricketune

TYPE: BUG

ABILITY: Swarm

FAVORITE GUMMI: Green Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 70%

DAMAGE DEALT BY SIZEBUST ORB: 38

BASE EXP.: 71

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Steam Cave 1F–Upper 3F
- ● Zero Isle South B59–B63F
- ● Destiny Tower 59–63F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	11	9	12	9	0
10	29	18	14	19	14	1494
20	39	28	19	29	19	33644
30	59	44	33	45	33	105234
40	83	57	48	58	48	259366
50	93	67	58	68	58	504116
60	103	77	68	78	68	843915
70	113	87	78	88	78	1188016
80	123	97	88	98	88	1532804
90	133	107	98	108	98	1878278
100	143	117	108	118	108	2224480

MOVE LIST

LV1	Bide	TM	Giga Impact	TM	Substitute		
LV1	Growl	TM	Silver Wind	TM	False Swipe		
LV10	Fury Cutter	TM	Endure	TM	Hidden Power		
LV14	Leech Life	TM	X-Scissor	TM	Attract		
LV18	Sing	TM	Natural Gift	TM	Frustration		
LV22	Focus Energy	TM	Vacuum-Cut	TM	Captivate		
LV26	Slash	TM	Wide Slash	HM	Cut		
LV30	X-Scissor	TM	Taunt	HM	Rock Smash		
LV34	Screech	TM	Aerial Ace	HM	Strength		
LV38	Taunt	TM	Swords Dance				
LV42	Night Slash	TM	Toxic				
LV46	Bug Buzz	TM	Sleep Talk				
LV50	Perish Song	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Return	TM	Secret Power				
TM	Facade	TM	Flash				
TM	Brick Break	TM	Protect				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kricke-Torc	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Still Bow		
TYPE	Green Silk		
	Wonder Dust		

No.382 Sea Basin Unknown



Kyogre

TYPE: WATER

ABILITY: Drizzle

FAVORITE GUMMI: Blue Gummi

TERRAIN: Water

SIZE: ★★★★

SLEEP: ☆☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 140%

DAMAGE DEALT BY SIZEBUST ORB: 124

BASE EXP.: 0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Bottomless Sea Depths (B50F)
- * Does not appear once recruited

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	10	10	25	10	0
10	68	27	20	42	23	2020
20	88	47	32	62	37	45464
30	113	57	42	72	48	142205
40	138	67	52	82	58	350485
50	158	77	62	92	68	681221
60	176	87	72	102	78	1140395
70	186	97	82	112	88	1605384
80	196	107	92	122	98	2071302
90	206	117	102	132	108	2538147
100	216	127	112	151	118	3005974

MOVE LIST

LV1	Water Pulse	TM	Brick Break	TM	Secret Power		
LV5	Scary Face	TM	Giga Impact	TM	Blizzard		
LV15	AncientPower	TM	Endure	TM	Roar		
LV20	Body Slam	TM	Brine	TM	Protect		
LV30	Calm Mind	TM	Psych Up	TM	Substitute		
LV35	Ice Beam	TM	Earthquake	TM	Water Pulse		
LV45	Hydro Pump	TM	Natural Gift	TM	Calm Mind		
LV50	Rest	TM	Thunderbolt	TM	Hidden Power		
LV60	Sheer Cold	TM	Vacuum-Cut	TM	Frustration		
LV65	Double-Edge	TM	Safeguard	TM	Avalanche		
LV75	Aqua Tail	TM	Wide Slash	TM	Ice Beam		
LV80	Water Spout	TM	Shock Wave	HM	Rock Smash		
TM	Swagger	TM	Thunder Wave	HM	Strength		
TM	Rock Slide	TM	Toxic	HM	Waterfall		
TM	Return	TM	Sleep Talk	HM	Surf		
TM	Thunder	TM	Rest				
TM	Facade	TM	Hyper Beam				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Seabed Veil	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION			
TYPE	Blue Silk		
	Water Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.305 Iron Armor ♂♀



Lairon



TYPE STEEL / ROCK

ABILITY Sturdy / Rock Head

FAVORITE GUMMI Silver Gummi / Gray Gummi

LOCATION
- ♥ Northern Desert 9–15F
- ● Zero Isle South B61–B68F
- ● Zero Isle Center B1–B20F
- ● Destiny Tower 61–68F
- ■ Boulder Quarry B1–B2F, Clearing (Deep B6F)
- ■ Right Cave Path B1–B2F
- ■ Left Cave Path B1–B2F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	86

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Harden	TM	Iron Tail	TM	Sleep Talk		
LV1	Headbutt	TM	Dig	TM	Rest		
LV1	Tackle	TM	Swagger	TM	Secret Power		
LV1	Mud-Slap	TM	Rock Slide	TM	Roar		
LV4	Harden	TM	Return	TM	Protect		
LV8	Mud-Slap	TM	Facade	TM	Substitute		
LV11	Headbutt	TM	Endure	TM	Water Pulse		
LV15	Metal Claw	TM	Earthquake	TM	Hidden Power		
LV18	Iron Defense	TM	Natural Gift	TM	Attract		
LV22	Roar	TM	Shadow Claw	TM	Frustration		
LV25	Take Down	TM	Vacuum-Cut	TM	Captivate		
LV29	Iron Head	TM	Wide Slash	TM	Rock Polish		
LV34	Protect	TM	Stealth Rock	HM	Cut		
LV40	Metal Sound	TM	Stone Edge	HM	Rock Smash		
LV45	Iron Tail	TM	Aerial Ace	HM	Strength		
LV51	Double-Edge	TM	Shock Wave				
LV56	Metal Burst	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	11	15	11	13	0
10	53	22	19	21	18	1534
20	73	32	24	31	23	34542
30	93	45	33	44	32	108042
40	111	58	44	58	44	266286
50	116	63	49	63	49	517567
60	121	69	55	68	54	866431
70	131	79	65	78	64	1219713
80	141	89	75	88	74	1573701
90	151	99	85	98	84	1928392
100	161	109	95	108	94	2283831

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Metal Bangle	TYPE	Metal Gem
			Steel Globe
			Gray Silk
			Rock Dust
EVOLUTION	Iron Torc		Stone Gem
	Iron Helmet		Rock Globe
TYPE	Iron Silk		
	Steel Dust		

See p.683 for its stats when it appears as a dungeon boss

No.171 Light ♂♀



Lanturn



TYPE WATER / ELECTRIC

ABILITY Volt Absorb / Illuminate

FAVORITE GUMMI Blue Gummi / Yellow Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B3F
- ● Zero Isle North B50–B74F
- ● Zero Isle South B14–B18F
- ● Zero Isle Center B33–B35F
- ● Destiny Tower 14–18F

EVOLUTION



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bubble	LV57	Charge	TM	Rest		
LV1	Supersonic	TM	Swagger	TM	Hyper Beam		
LV1	Thunder Wave	TM	Return	TM	Secret Power		
LV6	Thunder Wave	TM	Thunder	TM	Blizzard		
LV9	Flail	TM	Facade	TM	Flash		
LV12	Water Gun	TM	Giga Impact	TM	Protect		
LV17	Confuse Ray	TM	Endure	TM	Substitute		
LV20	Spark	TM	Brine	TM	Water Pulse		
LV23	Take Down	TM	Natural Gift	TM	Hidden Power		
LV27	Stockpile	TM	Thunderbolt	TM	Attract		
LV27	Swallow	TM	Vacuum-Cut	TM	Frustration		
LV27	Spit Up	TM	Wide Slash	TM	Captivate		
LV30	BubbleBeam	TM	Charge Beam	TM	Ice Beam		
LV35	Signal Beam	TM	Shock Wave	HM	Waterfall		
LV40	Discharge	TM	Thunder Wave	HM	Surf		
LV47	Aqua Ring	TM	Toxic				
LV52	Hydro Pump	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	6	6	6	6	0
10	60	23	16	23	15	1639
20	90	41	26	39	25	36889
30	115	48	36	49	35	115384
40	128	53	39	53	42	284381
50	138	58	43	56	45	552737
60	143	64	47	60	49	925308
70	153	74	57	70	59	1302597
80	163	84	67	80	69	1680639
90	173	94	77	90	79	2059433
100	183	104	87	100	89	2439025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lanturn Bow	TYPE	Aqua Gem
			Aqua Globe
			Yellow Silk
			Thunder Dust
EVOLUTION	Shine Torc		Thunder Gem
			Volt Globe
TYPE	Blue Silk		
	Water Dust		

No.131 Transport ♂♀



Lapras



TYPE WATER / ICE

ABILITY Water Absorb / Shell Armor

FAVORITE GUMMI Blue Gummi / Clear Gummi

LOCATION
- ♥ Surrounded Sea B10–B15F
- ♥ Miracle Sea B10–B17, Deep B3F
- ♥ Bottomless Sea B21–B25F

EVOLUTION



TERRAIN	Water
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	72
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, EGG, DRINK, MISSION, EVOLUTION, OTHER

MOVE LIST

LV1	Sing	TM	Return	TM	Secret Power	HM	Surf
LV1	Growl	TM	Thunder	TM	Blizzard	EGG	Whirlpool
LV1	Water Gun	TM	Facade	TM	Roar	EGG	Tickle
LV4	Mist	TM	Giga Impact	TM	Protect	EGG	AncientPower
LV7	Confuse Ray	TM	Endure	TM	Substitute	EGG	Fissure
LV10	Ice Shard	TM	Psychic	TM	Water Pulse	EGG	Horn Drill
LV14	Water Pulse	TM	Brine	TM	Hidden Power	EGG	Sleep Talk
LV18	Body Slam	TM	Natural Gift	TM	Attract	EGG	Curse
LV22	Rain Dance	TM	Thunderbolt	TM	Frustration	EGG	Substitute
LV27	Perish Song	TM	Vacuum-Cut	TM	Captivate	EGG	Foresight
LV32	Ice Beam	TM	Safeguard	TM	Avalanche	EGG	Refresh
LV37	Brine	TM	Wide Slash	TM	Dream Eater	EGG	Dragon Dance
LV43	Safeguard	TM	Shock Wave	TM	Dragon Pulse		
LV49	Hydro Pump	TM	Toxic	TM	Ice Beam		
LV55	Sheer Cold	TM	Sleep Talk	HM	Rock Smash		
TM	Iron Tail	TM	Rest	HM	Strength		
TM	Swagger	TM	Hyper Beam	HM	Waterfall		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	15	10	15	10	0
10	50	20	15	24	10	1764
20	70	25	20	30	15	39705
30	90	35	30	35	30	124191
40	110	58	45	56	45	306088
50	129	73	60	71	60	594927
60	139	87	74	85	74	995936
70	149	97	84	95	84	1402023
80	159	107	94	105	94	1808921
90	169	117	104	115	104	2216628
100	179	127	114	125	114	2625194

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lapras Song	TYPE	Aqua Gem
	Lapras Card		Aqua Globe
	Wavy Charm		Clear Silk
	Mystic Scarf		Icy Dust
EVOLUTION			Icy Gem
			Icy Globe
TYPE	Blue Silk		
	Water Dust		

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No.246 Rock Skin ♂♀



Larvitar

♥ 5

TYPE ROCK / GROUND

ABILITY Guts

FAVORITE GUMMI Gray Gummi, Brown Gummi

LOCATION
- ♥ Northern Desert 1–8F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B6–B8F
- ● Destiny Tower 6–8F
- ■ Upper Spring Cave B1–B3F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	51

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bite	TM	Rock Slide	TM	Secret Power	EGG	Stomp
LV1	Leer	TM	Return	TM	Protect	EGG	Dragon Dance
LV5	Sandstorm	TM	Facade	TM	Substitute		
LV10	Screech	TM	Brick Break	TM	Hidden Power		
LV14	Rock Slide	TM	Endure	TM	Attract		
LV19	Scary Face	TM	Earthquake	TM	Frustration		
LV23	Thrash	TM	Natural Gift	TM	Captivate		
LV28	Dark Pulse	TM	Payback	TM	Rock Polish		
LV32	Payback	TM	Vacuum-Cut	HM	Rock Smash		
LV37	Crunch	TM	Wide Slash	EGG	Iron Head		
LV41	Earthquake	TM	Stealth Rock	EGG	Pursuit		
LV46	Stone Edge	TM	Stone Edge	EGG	Focus Energy		
LV50	Hyper Beam	TM	Taunt	EGG	Outrage		
TM	Dark Pulse	TM	Toxic	EGG	AncientPower		
TM	Dig	TM	Sleep Talk	EGG	Assurance		
TM	Torment	TM	Rest	EGG	Iron Defense		
TM	Swagger	TM	Hyper Beam	EGG	Curse		

EVOLUTION

Larvitar → (Lv30) → Pupitar (p. 623) → (Lv55) → Tyranitar (p. 662)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	24	10	20	10	0
10	45	28	13	23	13	1655
20	56	35	19	29	19	37253
30	83	53	39	47	39	116521
40	98	68	54	62	54	287182
50	108	78	64	72	63	558182
60	123	88	74	82	65	934423
70	133	98	84	92	75	1315428
80	143	108	94	102	85	1697194
90	153	118	104	112	95	2079720
100	163	128	114	122	105	2463051

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Larvitar Bow	TYPE	Stone Gem
			Rock Globe
			Brown Silk
			Ground Dust
EVOLUTION	Pupita-Scarf		Earth Gem
	Crash Claw		Terra Globe
TYPE	Gray Silk		
	Rock Dust		



No.380 Eon ♀ Only



Latias

♥ 1

TYPE DRAGON / PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Royal Gummi, Gold Gummi

LOCATION
- ♥ Spacial Rift B10F
- ♥ Happy Outlook B19F
- * Does not appear once recruited

TERRAIN	Air
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Psywave	TM	Energy Ball	TM	SolarBeam	TM	Substitute
LV5	Wish	TM	Return	TM	Charge Beam	TM	Water Pulse
LV10	Helping Hand	TM	Thunder	TM	Aerial Ace	TM	Calm Mind
LV15	Safeguard	TM	Facade	TM	Shock Wave	TM	Hidden Power
LV20	DragonBreath	TM	Giga Impact	TM	Thunder Wave	TM	Attract
LV25	Water Sport	TM	Grass Knot	TM	Toxic	TM	Frustration
LV30	Refresh	TM	Endure	TM	Dragon Claw	TM	Captivate
LV35	Mist Ball	TM	Psychic	TM	Sleep Talk	TM	Dream Eater
LV40	Zen Headbutt	TM	Psych Up	TM	Rest	TM	Reflect
LV45	Recover	TM	Earthquake	TM	Hyper Beam	TM	Dragon Pulse
LV50	Psycho Shift	TM	Natural Gift	TM	Steel Wing	TM	Ice Beam
LV55	Charm	TM	Shadow Claw	TM	Roost	HM	Cut
LV60	Healing Wish	TM	Shadow Ball	TM	Light Screen	HM	Defog
LV65	Psychic	TM	Thunderbolt	TM	Secret Power	HM	Fly
LV70	Dragon Pulse	TM	Vacuum-Cut	TM	Flash	HM	Waterfall
LV72	Draco Meteor	TM	Safeguard	TM	Roar	HM	Surf
TM	Swagger	TM	Wide Slash	TM	Protect		

EVOLUTION

Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	15	15	23	15	0
10	59	32	32	40	29	1968
20	75	52	42	60	43	43395
30	98	62	52	70	53	135579
40	128	72	62	80	63	333993
50	144	82	72	90	73	649032
60	154	92	82	100	83	1086395
70	164	102	92	111	93	1529296
80	174	112	102	131	103	1973080
90	184	122	112	141	113	2417748
100	194	132	122	151	123	2863352

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Heart Brooch	TYPE	Dragon Gem
			Dragon Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
EVOLUTION			Psyche Globe
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.381 Eon ♂ Only



Latios

♥ 1

TYPE DRAGON / PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Royal Gummi, Gold Gummi

LOCATION
- ♥ Deep Spacial Rift B5F
- ♥ Midnight Forest B24F
- * Does not appear once recruited

TERRAIN	Air
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	57
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Psywave	TM	Energy Ball	TM	SolarBeam	TM	Substitute
LV5	Heal Block	TM	Return	TM	Charge Beam	TM	Water Pulse
LV10	Helping Hand	TM	Thunder	TM	Aerial Ace	TM	Calm Mind
LV15	Safeguard	TM	Facade	TM	Shock Wave	TM	Hidden Power
LV20	DragonBreath	TM	Giga Impact	TM	Thunder Wave	TM	Attract
LV25	Protect	TM	Grass Knot	TM	Toxic	TM	Frustration
LV30	Refresh	TM	Endure	TM	Dragon Claw	TM	Captivate
LV35	Luster Purge	TM	Psychic	TM	Sleep Talk	TM	Dream Eater
LV40	Zen Headbutt	TM	Psych Up	TM	Rest	TM	Reflect
LV45	Recover	TM	Earthquake	TM	Hyper Beam	TM	Dragon Pulse
LV50	Psycho Shift	TM	Natural Gift	TM	Steel Wing	TM	Ice Beam
LV55	Dragon Dance	TM	Shadow Claw	TM	Roost	HM	Cut
LV60	Memento	TM	Shadow Ball	TM	Light Screen	HM	Defog
LV65	Psychic	TM	Thunderbolt	TM	Secret Power	HM	Fly
LV70	Dragon Pulse	TM	Vacuum-Cut	TM	Flash	HM	Waterfall
LV72	Draco Meteor	TM	Safeguard	TM	Roar	HM	Surf
TM	Swagger	TM	Wide Slash	TM	Protect		

EVOLUTION

Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	20	15	24	15	0
10	59	37	32	41	29	2166
20	75	56	42	61	43	45652
30	98	66	52	71	53	142274
40	128	76	62	81	63	350103
50	151	86	72	91	73	680023
60	167	96	82	101	83	1137998
70	177	106	92	117	93	1601771
80	187	116	102	137	103	2066470
90	197	126	112	147	113	2532092
100	207	136	122	157	123	2998695

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Eon Veil	TYPE	Dragon Gem
			Dragon Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
EVOLUTION			Psyche Globe
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor

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No.470 Verdant ♂♀



Leafeon

♥ 0

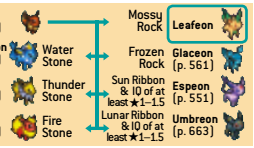
TYPE GRASS

ABILITY Leaf Guard

FAVORITE GUMMI Grass Gummi

LOCATION
- ● Deep Dusk Forest 1–12F
- ♥ Sky Stairway 1–49F
- ● Zero Isle Center B23–B25F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tail Whip	TM	Energy Ball	TM	Sleep Talk		
LV1	Tackle	TM	Return	TM	Rest		
LV1	Helping Hand	TM	Facade	TM	Hyper Beam		
LV8	Sand-Attack	TM	Giga Impact	TM	Secret Power		
LV15	Razor Leaf	TM	Giga Drain	TM	Flash		
LV22	Quick Attack	TM	Grass Knot	TM	Roar		
LV29	Synthesis	TM	Endure	TM	Protect		
LV36	Magical Leaf	TM	X-Scissor	TM	Substitute		
LV43	Giga Drain	TM	Natural Gift	TM	Hidden Power		
LV50	Last Resort	TM	Shadow Ball	TM	Attract		
LV57	GrassWhistle	TM	Vacuum-Cut	TM	Frustration		
LV64	Sunny Day	TM	Wide Slash	TM	Captivate		
LV71	Leaf Blade	TM	SolarBeam	HM	Rock Smash		
LV78	Swords Dance	TM	Bullet Seed	HM	Strength		
TM	Iron Tail	TM	Aerial Ace				
TM	Dig	TM	Swords Dance				
TM	Swagger	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Virid Collar	TYPE	Grass Gem
			Soothe Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Grass Silk		
	Grass Dust		

No.166 Five Star ♂♀



Ledian

♥ 0

TYPE BUG / FLYING

ABILITY Swarm / Early Bird

FAVORITE GUMMI Green Gummi / Sky Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Midnight Forest B1–B21F
- ● Oblivion Forest B1–B14F
- ● Zero Isle West B35–B39F
- ● Zero Isle South B86–B90F
- ● Destiny Tower B6–B90F

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tackle	TM	Return	TM	Drain Punch	TM	Reflect
LV1	Supersonic	TM	Facade	TM	Thief	HM	Rock Smash
LV1	Comet Punch	TM	Brick Break	TM	U-turn	HM	Strength
LV6	Supersonic	TM	Focus Blast	TM	Fling		
LV9	Comet Punch	TM	Focus Punch	TM	Sleep Talk		
LV14	Safeguard	TM	Giga Impact	TM	Rest		
LV14	Light Screen	TM	Giga Drain	TM	Hyper Beam		
LV14	Reflect	TM	Silver Wind	TM	Roost		
LV17	Mach Punch	TM	Endure	TM	Light Screen		
LV24	Baton Pass	TM	Natural Gift	TM	Secret Power		
LV29	Silver Wind	TM	Vacuum-Cut	TM	Flash		
LV36	Agility	TM	Safeguard	TM	Protect		
LV41	Swift	TM	Wide Slash	TM	Substitute		
LV48	Double-Edge	TM	SolarBeam	TM	Hidden Power		
LV53	Bug Buzz	TM	Aerial Ace	TM	Attract		
TM	Dig	TM	Swords Dance	TM	Frustration		
TM	Swagger	TM	Toxic	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	10	5	10	5	0
10	38	21	15	21	15	1504
20	67	42	34	43	34	33854
30	81	54	38	54	38	105889
40	91	63	44	64	45	260979
50	96	68	49	69	50	507251
60	101	74	55	74	55	849162
70	111	84	65	84	65	1195403
80	121	94	75	94	75	1542335
90	131	104	85	104	85	1889957
100	141	114	95	114	95	2238311

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ledian Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Morning Bow		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		

No.165 Five Star ♂♀



♥ 5

FOOTPRINT



Ledyba

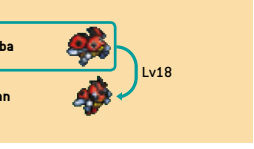
TYPE BUG / FLYING

ABILITY Swarm / Early Bird

FAVORITE GUMMI Green Gummi / Sky Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Midnight Forest B1–B21F
- ● Zero Isle South B22–B25F
- ● Destiny Tower 22–25F

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	88

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tackle	TM	Brick Break	TM	Sleep Talk	EGG	Psybeam
LV6	Supersonic	TM	Focus Punch	TM	Rest	EGG	Knock Off
LV9	Comet Punch	TM	Giga Drain	TM	Roost	EGG	Bug Bite
LV14	Safeguard	TM	Silver Wind	TM	Light Screen	EGG	Bug Buzz
LV14	Light Screen	TM	Endure	TM	Secret Power		
LV14	Reflect	TM	Natural Gift	TM	Flash		
LV17	Mach Punch	TM	Vacuum-Cut	TM	Protect		
LV22	Baton Pass	TM	Safeguard	TM	Substitute		
LV25	Silver Wind	TM	Wide Slash	TM	Hidden Power		
LV30	Agility	TM	SolarBeam	TM	Attract		
LV33	Swift	TM	Aerial Ace	TM	Frustration		
LV38	Double-Edge	TM	Swords Dance	TM	Captivate		
LV41	Bug Buzz	TM	Toxic	TM	Reflect		
TM	Dig	TM	Drain Punch	EGG	Encore		
TM	Swagger	TM	Thief	EGG	Screech		
TM	Return	TM	U-turn	EGG	Bide		
TM	Facade	TM	Fling	EGG	Silver Wind		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	16	9	16	9	0
10	42	27	19	27	19	1504
20	71	48	38	49	38	33854
30	85	60	42	60	42	105889
40	95	69	48	70	49	260979
50	100	74	53	75	54	507251
60	105	80	59	80	59	849162
70	115	90	69	90	69	1195403
80	125	100	79	100	79	1542335
90	135	110	89	110	89	1889957
100	145	120	99	120	99	2238311

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Morning Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Ledian Bow		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		

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No.463 Licking ♂♀



Lickilicky

TYPE: NORMAL

ABILITY: Own Tempo, Oblivious

FAVORITE GUMMI: White Gummi

LOCATION
- The Nightmare B10–B17F
- Marine Resort 7–18F
- Dark Ice Mountain 1F–Peak 4F
- Icicle Forest 1–10F

EVOLUTION
Lickitung → Lickilicky — LM: Rollout

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	53
BASE EXP.	95

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Lick	TM	Swagger	TM	Vacuum-Cut	TM	Water Pulse
LV5	Supersonic	TM	Rock Slide	TM	Wide Slash	TM	Hidden Power
LV9	Defense Curl	TM	Return	TM	SolarBeam	TM	Attract
LV13	Knock Off	TM	Flamethrower	TM	Explosion	TM	Frustration
LV17	Wrap	TM	Thunder	TM	Fire Blast	TM	Captivate
LV21	Stomp	TM	Facade	TM	Swords Dance	TM	Dream Eater
LV25	Disable	TM	Brick Break	TM	Shock Wave	TM	Ice Beam
LV29	Slam	TM	Focus Blast	TM	Toxic	HM	Cut
LV33	Rollout	TM	Focus Punch	TM	Thief	HM	Rock Smash
LV37	Me First	TM	Giga Impact	TM	Fling	HM	Strength
LV41	Refresh	TM	Endure	TM	Sleep Talk	HM	Surf
LV45	Screech	TM	Psych Up	TM	Rest	HM	Rock Climb
LV49	Power Whip	TM	Earthquake	TM	Hyper Beam		
LV53	Wring Out	TM	Natural Gift	TM	Secret Power		
LV57	Gyro Ball	TM	Gyro Ball	TM	Blizzard		
TM	Iron Tail	TM	Shadow Ball	TM	Protect		
TM	Dig	TM	Thunderbolt	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	13	10	12	10	0
10	72	22	16	21	19	1687
20	95	29	21	31	25	37246
30	115	34	26	36	30	116379
40	131	39	29	40	33	286702
50	141	44	33	43	36	557142
60	151	50	36	47	41	932590
70	161	60	46	57	51	1312792
80	171	70	56	67	61	1693752
90	181	80	66	77	71	2075471
100	191	90	76	87	81	2457993

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Flabby Belt	TYPE	White Gem
			Joy Globe
EVOLUTION	Licky Scarf		
TYPE	White Silk		
	Normal Dust		



No.108 Licking ♂♀



Lickitung

TYPE: NORMAL

ABILITY: Own Tempo, Oblivious

FAVORITE GUMMI: White Gummi

LOCATION
- The Nightmare B1–B17F
- Marine Resort 1–18F
- Lost Wilderness B1–B17F
- Zero Isle West B36–B39F
- Dusk Forest 1–7F

EVOLUTION
Lickitung → Lickilicky — LM: Rollout

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	47
BASE EXP.	47

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Lick	TM	Facade	TM	Hyper Beam	EGG	Sleep Talk
LV5	Supersonic	TM	Brick Break	TM	Secret Power	EGG	Body Slam
LV9	Defense Curl	TM	Focus Punch	TM	Blizzard	EGG	Curse
LV13	Knock Off	TM	Giga Impact	TM	Protect	EGG	Belly Drum
LV17	Wrap	TM	Endure	TM	Substitute	EGG	Magnitude
LV21	Stomp	TM	Psych Up	TM	Water Pulse	EGG	Substitute
LV25	Disable	TM	Earthquake	TM	Hidden Power		
LV29	Slam	TM	Natural Gift	TM	Attract		
LV33	Rollout	TM	Shadow Ball	TM	Frustration		
LV37	Me First	TM	Thunderbolt	TM	Captivate		
LV41	Refresh	TM	Vacuum-Cut	TM	Dream Eater		
LV45	Screech	TM	Wide Slash	TM	Ice Beam		
LV49	Power Whip	TM	SolarBeam	HM	Cut		
LV53	Wring Out	TM	Fire Blast	HM	Rock Smash		
TM	Iron Tail	TM	Swords Dance	HM	Strength		
TM	Dig	TM	Shock Wave	HM	Surf		
TM	Swagger	TM	Toxic	HM	Rock Climb		
TM	Rock Slide	TM	Thief	EGG	Hammer Arm		
TM	Return	TM	Fling	EGG	Snore		
TM	Flamethrower	TM	Sleep Talk	EGG	SmellingSalt		
TM	Thunder	TM	Rest	EGG	Amnesia		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	20	18	18	16	0
10	72	29	24	27	25	1687
20	95	36	29	37	31	37246
30	115	41	34	42	36	116379
40	131	46	37	46	39	286702
50	141	51	41	49	42	557142
60	151	57	44	53	47	932590
70	161	67	54	63	57	1312792
80	171	77	64	73	67	1693752
90	181	87	74	83	77	2075471
100	191	97	84	93	87	2457993

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Licky Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION	Flabby Belt		
TYPE	White Silk		
	Normal Dust		



No.345 Sea Lily ♂♀



Lileep

TYPE: ROCK, GRASS

ABILITY: Suction Cups

FAVORITE GUMMI: Gray Gummi, Grass Gummi

LOCATION
- Drenched Bluff B1–B6F

EVOLUTION
Lileep → Cradily (p. 536) — Lv40

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	15

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	TM	Facade	TM	Protect		
LV1	Constrict	TM	Giga Drain	TM	Substitute		
LV8	Acid	TM	Grass Knot	TM	Hidden Power		
LV15	Ingrain	TM	Endure	TM	Attract		
LV22	Confuse Ray	TM	Natural Gift	TM	Frustration		
LV29	Amnesia	TM	Vacuum-Cut	TM	Captivate		
LV36	Gastro Acid	TM	Wide Slash	TM	Rock Polish		
LV43	AncientPower	TM	Stealth Rock	EGG	Rock Slide		
LV50	Energy Ball	TM	SolarBeam	EGG	Tickle		
LV57	Stockpile	TM	Bullet Seed	EGG	Recover		
LV57	Swallow	TM	Swords Dance	EGG	Wring Out		
LV57	Spit Up	TM	Toxic	EGG	Barrier		
LV64	Wring Out	TM	Sleep Talk	EGG	Mirror Coat		
TM	Swagger	TM	Rest				
TM	Rock Slide	TM	Secret Power				
TM	Energy Ball	TM	Flash				
TM	Return	TM	Sludge Bomb				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	14	10	5	10	5	0
10	22	14	8	13	8	1361
20	33	20	12	17	12	30643
30	53	30	22	27	22	95846
40	73	40	32	37	31	236228
50	88	50	42	47	32	459145
60	98	60	52	57	42	768631
70	108	70	62	67	52	1082035
80	118	80	72	77	62	1396065
90	128	90	82	87	72	1710720
100	138	100	92	97	82	2026038

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bind Scarf	TYPE	Stone Gem
			Rock Globe
			Grass Silk
			Grass Dust
EVOLUTION	Cradily Bow		Grass Gem
			Soothe Globe
TYPE	Gray Silk		
	Rock Dust		

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No.264 Rushing ♂♀



Linoone

FOOTPRINT



TYPE NORMAL

ABILITY Pickup / Gluttony

FAVORITE GUMMI White Gummi

LOCATION
- Forest Path 1–5F
- Shimmer Hill 1–17F
- Zero Isle South B18–B20F
- Destiny Tower 5–8F

EVOLUTION


Zigzagoon (p. 676)

Lv20


Linoone

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	78

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Dig	TM	Toxic	HM	Cut
LV1	Headbutt	TM	Swagger	TM	Thief	HM	Rock Smash
LV1	Tackle	TM	Return	TM	Fling	HM	Strength
LV1	Growl	TM	Thunder	TM	Sleep Talk	HM	Surf
LV3	Switcheroo	TM	Facade	TM	Rest		
LV5	Tail Whip	TM	Giga Impact	TM	Hyper Beam		
LV9	Headbutt	TM	Grass Knot	TM	Secret Power		
LV13	Sand-Attack	TM	Endure	TM	Blizzard		
LV17	Odor Sleuth	TM	Natural Gift	TM	Roar		
LV23	Mud Sport	TM	Shadow Claw	TM	Protect		
LV29	Fury Swipes	TM	Shadow Ball	TM	Substitute		
LV35	Covet	TM	Thunderbolt	TM	Water Pulse		
LV41	Slash	TM	Vacuum-Cut	TM	Hidden Power		
LV47	Rest	TM	Wide Slash	TM	Attract		
LV53	Belly Drum	TM	Charge Beam	TM	Frustration		
LV59	Fling	TM	Shock Wave	TM	Captivate		
TM	Iron Tail	TM	Thunder Wave	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	6	2	9	4	0
10	27	10	5	12	7	1652
20	35	18	12	18	14	37190
30	65	46	40	46	42	116324
40	90	61	55	61	57	286698
50	110	68	61	67	63	557240
60	129	74	65	71	67	932847
70	139	84	75	81	77	1313209
80	149	94	85	91	87	1694331
90	159	104	95	101	97	2076212
100	169	114	105	111	107	2458896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Linoone Ruff	TYPE	White Gem
			Joy Globe
EVOLUTION	Merry Scarf		
TYPE	White Silk		
	Normal Dust		

No.271 Jolly ♂♀



Lombre

FOOTPRINT



TYPE WATER / GRASS

ABILITY Swift Swim / Rain Dish

FAVORITE GUMMI Blue Gummi / Grass Gummi

LOCATION
- Lake Afar B1–B12F
- Treacherous Waters B16–B19F

EVOLUTION


Lotad

Lv14


Lombre

Water Stone


Ludicolo (p. 588)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	138

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	TM	Grass Knot	TM	Protect		
LV3	Growl	TM	Endure	TM	Substitute		
LV5	Absorb	TM	Natural Gift	TM	Water Pulse		
LV7	Nature Power	TM	Vacuum-Cut	TM	Hidden Power		
LV11	Fake Out	TM	Wide Slash	TM	Attract		
LV15	Fury Swipes	TM	SolarBeam	TM	Frustration		
LV19	Water Spout	TM	Bullet Seed	TM	Captivate		
LV25	BubbleBeam	TM	Swords Dance	TM	Ice Beam		
LV31	Zen Headbutt	TM	Toxic	HM	Rock Smash		
LV37	Uproar	TM	Drain Punch	HM	Strength		
LV45	Hydro Pump	TM	Thief	HM	Waterfall		
TM	Swagger	TM	Fling	HM	Surf		
TM	Energy Ball	TM	Sleep Talk				
TM	Return	TM	Rest				
TM	Facade	TM	Secret Power				
TM	Brick Break	TM	Blizzard				
TM	Giga Drain	TM	Flash				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	5	7	6	8	0
10	37	12	12	13	13	1585
20	60	27	19	28	20	35674
30	82	41	29	42	30	111584
40	102	50	39	52	40	275016
50	114	55	49	57	50	534534
60	124	61	59	62	60	894835
70	134	71	69	72	70	1259699
80	144	81	79	82	80	1625291
90	154	91	89	92	90	1991610
100	164	101	99	102	100	2358701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Jolly Scarf	TYPE	Aqua Gem
			Aqua Globe
			Grass Silk
			Grass Dust
EVOLUTION	Kelp Hat		Grass Gem
	Ludicolo Hat		Soothe Globe
TYPE	Blue Silk		
	Water Dust		

No.428 Rabbit ♂♀



Lopunny



TYPE NORMAL

ABILITY Cute Charm / Klutz

FAVORITE GUMMI White Gummi

LOCATION
- Mystery Jungle 1–29F
- Destiny Tower 53–60F

EVOLUTION


Buneary (p. 525)

IQ of at least ★2–2.5


Lopunny

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	130

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Pound	*1	Baton Pass	TM	SolarBeam	TM	Frustration
LV1	Splash	TM	Iron Tail	TM	Charge Beam	TM	Captivate
LV1	Magic Coat	TM	Dig	TM	Shock Wave	TM	Ice Beam
LV1	Defense Curl	TM	Swagger	TM	Thunder Wave	HM	Cut
LV2	Foresight	TM	Return	TM	Toxic	HM	Rock Smash
LV3	Mirror Coat	TM	Thunder	TM	Drain Punch	HM	Strength
LV6	Endure	TM	Facade	TM	Fling		
LV13	Return	TM	Focus Blast	TM	Sleep Talk		
LV16	Quick Attack	TM	Focus Punch	TM	Rest		
LV23	Jump Kick	TM	Giga Impact	TM	Hyper Beam		
LV26	Baton Pass	TM	Grass Knot	TM	Secret Power		
LV33	Agility	TM	Endure	TM	Blizzard		
LV36	Dizzy Punch	TM	Natural Gift	TM	Protect		
LV43	Charm	TM	Shadow Ball	TM	Substitute		
LV46	Bounce	TM	Thunderbolt	TM	Water Pulse		
LV53	Healing Wish	TM	Vacuum-Cut	TM	Hidden Power		
*1	Pound	TM	Wide Slash	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	13	5	16	5	0
10	29	20	10	23	10	1527
20	52	34	24	32	24	34380
30	81	52	44	50	44	107535
40	94	61	57	60	58	265037
50	99	66	62	65	63	515139
60	104	72	68	70	68	862366
70	114	82	78	80	78	1213991
80	124	92	88	90	88	1566317
90	134	102	98	100	98	1919345
100	144	112	108	110	108	2273116

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Allure Coat	TYPE	White Gem
			Joy Globe
EVOLUTION	Defrost Ruff		
TYPE	White Silk		
	Normal Dust		

See p.682 for its stats as an ally. *1 During Special Episode 4

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No.270 Water Weed ♂♀



Lotad

♥ 4

TYPE WATER / GRASS

ABILITY Swift Swim / Rain Dish

FAVORITE GUMMI Blue Gummi / Grass Gummi

LOCATION
- ♥ Waterfall Cave B1–B8F
- ♥ Serenity River B1–B7F
- ● Star Cave B4–B11F
- ● Destiny Tower 5–8F
- ■ Star Cave B4F–Deep B4F

EVOLUTION
- Lotad → (Lv14) → Lombre
- Lombre → (Water Stone) → Ludicolo (p. 588)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	32

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	TM	Endure	TM	Hidden Power		
LV3	Growl	TM	Natural Gift	TM	Attract		
LV5	Absorb	TM	Vacuum-Cut	TM	Frustration		
LV7	Nature Power	TM	Wide Slash	TM	Captivate		
LV11	Mist	TM	SolarBeam	TM	Ice Beam		
LV15	Natural Gift	TM	Bullet Seed	HM	Surf		
LV19	Mega Drain	TM	Swords Dance	EGG	Sweet Scent		
LV25	BubbleBeam	TM	Toxic	EGG	Tickle		
LV31	Zen Headbutt	TM	Thief	EGG	Synthesis		
LV37	Rain Dance	TM	Sleep Talk	EGG	Flail		
LV45	Energy Ball	TM	Rest	EGG	Razor Leaf		
TM	Swagger	TM	Secret Power	EGG	Water Gun		
TM	Energy Ball	TM	Blizzard	EGG	Leech Seed		
TM	Return	TM	Flash				
TM	Facade	TM	Protect				
TM	Giga Drain	TM	Substitute				
TM	Grass Knot	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	11	5	11	5	0
10	40	18	10	18	10	1585
20	63	33	17	33	17	35674
30	85	47	27	47	27	111584
40	105	56	37	57	37	275016
50	117	61	47	62	47	534534
60	127	67	57	67	57	894835
70	137	77	67	77	67	1259699
80	147	87	77	87	77	1625291
90	157	97	87	97	87	1991610
100	167	107	97	107	97	2358701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Kelp Hat	TYPE	Aqua Gem
			Aqua Globe
			Grass Silk
			Grass Dust
EVOLUTION	Jolly Scarf		Grass Gem
	Ludicolo Hat		Soothe Globe
TYPE	Blue Silk		
	Water Dust		



No.294 Big Voice ♂♀



Loudred

♥ 0

TYPE NORMAL

ABILITY Soundproof

FAVORITE GUMMI White Gummi

LOCATION
- ● Mystifying Forest Clearing (14F)
- ♥ Concealed Ruins B1–B15F
- ♥ World Abyss B1–B15F
- ● Zero Isle East B36–B39F
- ● Destiny Tower 3–5F

EVOLUTION
- Whismur (p. 671) → (Lv20) → Loudred
- Loudred → (Lv40) → Exploud (p. 552)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	98

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	Partner	Howl	TM	Fire Blast	TM	Ice Beam
LV1	Uproar	Partner	Supersonic	TM	Taunt	HM	Rock Smash
LV1	Howl	TM	Torment	TM	Shock Wave	HM	Strength
LV1	Pound	TM	Swagger	TM	Toxic		
LV5	Uproar	TM	Rock Slide	TM	Fling		
LV11	Astonish	TM	Overheat	TM	Sleep Talk		
LV15	Howl	TM	Return	TM	Rest		
LV20	Bite	TM	Flamethrower	TM	Secret Power		
LV23	Supersonic	TM	Facade	TM	Blizzard		
LV29	Stomp	TM	Brick Break	TM	Roar		
LV37	Screech	TM	Endure	TM	Protect		
LV43	Roar	TM	Earthquake	TM	Substitute		
LV51	Sleep Talk	TM	Natural Gift	TM	Water Pulse		
LV51	Rest	TM	Shadow Ball	TM	Hidden Power		
LV57	Hyper Voice	TM	Vacuum-Cut	TM	Attract		
Partner	Pound	TM	Wide Slash	TM	Frustration		
Partner	Astonish	TM	SolarBeam	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	8	9	2	3	0
10	42	30	27	20	21	1617
20	70	49	42	37	36	36399
30	90	59	46	47	40	113851
40	110	66	49	57	43	280603
50	126	71	53	65	46	545394
60	131	77	57	69	50	913015
70	141	87	67	79	60	1285292
80	151	97	77	89	70	1658312
90	161	107	87	99	80	2032074
100	171	117	97	109	90	2406623

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nice Bangle	TYPE	White Gem
			Joy Globe
EVOLUTION	Good Earring		
	Great Torc		
TYPE	White Silk		
	Normal Dust		

See p.682 for its stats when it appears as a dungeon boss, see p.682 for its stats as an ally, and see p.403 for its stats when it accompanies you



No.448 Aura ♂♀

FOOTPRINT



Lucario

♥ 0

TYPE FIGHTING / STEEL

ABILITY Steadfast / Inner Focus

FAVORITE GUMMI Orange Gummi / Silver Gummi

LOCATION
- ♥ Lost Wilderness B11–B17F
- ● Zero Isle South B86–B90F
- ● Zero Isle Center B1–B49F
- ● Destiny Tower 80–85F

EVOLUTION
- Riolu (p. 630) → (10 of at least ★1–1.5 & Sun Ribbon) → Lucario

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	39

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Quick Attack	TM	Dark Pulse	TM	Vacuum-Cut	TM	Calm Mind
LV1	Detect	TM	Dig	TM	Wide Slash	TM	Hidden Power
LV1	Foresight	TM	Swagger	TM	Stone Edge	TM	Attract
LV1	Metal Claw	TM	Rock Slide	TM	Swords Dance	TM	Frustration
LV2	Dark Pulse	TM	Return	TM	Poison Jab	TM	Captivate
LV6	Counter	TM	Facade	TM	Toxic	TM	Flash Cannon
LV11	Force Palm	TM	Brick Break	TM	Drain Punch	TM	Dragon Pulse
LV15	Feint	TM	Focus Blast	TM	Fling	HM	Rock Smash
LV19	Bone Rush	TM	Focus Punch	TM	Sleep Talk	HM	Strength
LV24	Metal Sound	TM	Giga Impact	TM	Rest	HM	Rock Climb
LV29	Me First	TM	Endure	TM	Hyper Beam		
LV33	Swords Dance	TM	Psychic	TM	Secret Power		
LV37	Aura Sphere	TM	Earthquake	TM	Bulk Up		
LV42	Close Combat	TM	Natural Gift	TM	Roar		
LV47	Dragon Pulse	TM	Payback	TM	Protect		
LV51	ExtremeSpeed	TM	Shadow Claw	TM	Substitute		
TM	Iron Tail	TM	Shadow Ball	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	3	2	4	2	0
10	47	21	20	22	20	1679
20	77	36	37	42	36	37804
30	97	46	47	54	46	118244
40	116	56	57	64	56	291430
50	126	61	63	69	61	566438
60	136	67	69	74	66	948243
70	146	77	79	84	76	1334884
80	156	87	89	94	86	1722296
90	166	97	99	104	96	2110479
100	176	107	109	114	106	2499480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lucario Fang	TYPE	Fight Gem
	Lucario Card		Power Globe
	Pledge Rock		Iron Silk
	Ravage Ring		Steel Dust
EVOLUTION	Riolu Tail		Metal Gem
	Riolu Card		Steel Globe
	Valiant Rock		
	Emit Ring		
TYPE	Orange Silk		
	Courage Dust		

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No.272 Carefree ♂♀



Ludicolo

♥ 0

TYPE WATER / GRASS

ABILITY Swift Swim, Rain Dish

FAVORITE GUMMI Blue Gummi, Grass Gummi

LOCATION
♥ Lake Afar B1–B12F

EVOLUTION
Lotad (p. 587) → Lv14 → Lombre (p. 586) → Water Stone → Ludicolo

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	49
BASE EXP.	165

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	TM	Wide Slash	TM	Hidden Power		
LV1	Nature Power	TM	SolarBeam	TM	Attract		
LV1	Growl	TM	Bullet Seed	TM	Frustration		
LV1	Mega Drain	TM	Swords Dance	TM	Captivate		
TM	Swagger	TM	Toxic	TM	Ice Beam		
TM	Energy Ball	TM	Drain Punch	HM	Rock Smash		
TM	Return	TM	Thief	HM	Strength		
TM	Facade	TM	Fling	HM	Waterfall		
TM	Brick Break	TM	Sleep Talk	HM	Surf		
TM	Focus Blast	TM	Rest	HM	Rock Climb		
TM	Focus Punch	TM	Hyper Beam				
TM	Giga Impact	TM	Secret Power				
TM	Giga Drain	TM	Blizzard				
TM	Grass Knot	TM	Flash				
TM	Endure	TM	Protect				
TM	Natural Gift	TM	Substitute				
TM	Vacuum-Cut	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	16	13	16	12	0
10	44	23	18	23	17	1585
20	67	38	25	38	24	35674
30	89	52	35	52	34	111584
40	109	61	45	62	44	275016
50	121	66	55	67	54	534534
60	131	72	65	72	64	894835
70	141	82	75	82	74	1259699
80	151	92	85	92	84	1625291
90	161	102	95	102	94	1991610
100	171	112	105	112	104	2358701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ludicolo Hat	TYPE	Aqua Gem
			Aqua Globe
			Grass Silk
			Grass Dust
EVOLUTION	Kelp Hat		Grass Gem
	Jolly Scarf		Soothe Globe
TYPE	Blue Silk		
	Water Dust		



No.249 Diving Unknown



Lugia

♥ 5

TYPE PSYCHIC / FLYING

ABILITY Pressure

FAVORITE GUMMI Gold Gummi, Sky Gummi

LOCATION
♥ Surrounded Sea B18F
* Does not appear once recruited

EVOLUTION
Does not evolve

TERRAIN	Water
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	122
BASE EXP.	295

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Whirlwind	TM	Return	TM	Charge Beam	TM	Water Pulse
LV9	Safeguard	TM	Thunder	TM	Aerial Ace	TM	Calm Mind
LV15	Gust	TM	Facade	TM	Shock Wave	TM	Hidden Power
LV23	Recover	TM	Giga Impact	TM	Thunder Wave	TM	Frustration
LV29	Hydro Pump	TM	Giga Drain	TM	Toxic	TM	Avalanche
LV37	Rain Dance	TM	Endure	TM	Sleep Talk	TM	Dream Eater
LV43	Swift	TM	Psychic	TM	Rest	TM	Reflect
LV51	Natural Gift	TM	Brine	TM	Hyper Beam	TM	Dragon Pulse
LV57	AncientPower	TM	Psych Up	TM	Steel Wing	TM	Ice Beam
LV65	Extrasensory	TM	Earthquake	TM	Roost	HM	Rock Smash
LV71	Punishment	TM	Natural Gift	TM	Light Screen	HM	Strength
LV79	Future Sight	TM	Shadow Ball	TM	Secret Power	HM	Defog
LV85	Aeroblast	TM	Thunderbolt	TM	Blizzard	HM	Fly
LV93	Calm Mind	TM	Vacuum-Cut	TM	Flash	HM	Waterfall
LV99	Sky Attack	TM	Safeguard	TM	Roar	HM	Surf
TM	Iron Tail	TM	Wide Slash	TM	Protect		
TM	Swagger	TM	Skill Swap	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	23	18	24	18	0
10	80	36	25	35	22	2288
20	105	49	35	48	28	44899
30	125	62	45	62	45	139341
40	140	76	63	75	65	342259
50	150	87	78	87	80	664266
60	160	97	88	97	90	1111183
70	170	107	98	107	100	1563756
80	180	117	108	117	110	2017231
90	190	127	118	127	120	2471607
100	200	137	128	137	130	2926940

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Silver Veil	TYPE	Psyche Gem
			Psyche Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION			Sky Globe
TYPE	Gold Silk		
	Psyche Dust		



No.457 Neon ♂♀



Lumineon

♥ 5

TYPE WATER

ABILITY Swift Swim, Storm Drain

FAVORITE GUMMI Blue Gummi

LOCATION
♥ Miracle Sea B1F–B3F
● Zero Isle North B41–B49F

EVOLUTION
Finneon (p. 554) → Lv31 → Lumineon

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	86

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Pound	TM	Facade	TM	Blizzard		
LV1	Water Gun	TM	Giga Impact	TM	Flash		
LV1	Attract	TM	Silver Wind	TM	Protect		
LV6	Water Gun	TM	Endure	TM	Substitute		
LV10	Attract	TM	Brine	TM	Water Pulse		
LV13	Rain Dance	TM	Psych Up	TM	Hidden Power		
LV17	Gust	TM	Natural Gift	TM	Attract		
LV22	Water Pulse	TM	Payback	TM	Frustration		
LV26	Captivate	TM	Vacuum-Cut	TM	Captivate		
LV29	Safeguard	TM	Safeguard	TM	Ice Beam		
LV35	Aqua Ring	TM	Wide Slash	HM	Defog		
LV42	Whirlpool	TM	Toxic	HM	Waterfall		
LV48	U-turn	TM	U-turn	HM	Surf		
LV53	Bounce	TM	Sleep Talk				
LV59	Silver Wind	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Return	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	9	8	8	10	0
10	48	21	18	15	17	1545
20	68	36	27	24	25	34783
30	88	46	34	30	29	108795
40	98	56	43	39	37	268141
50	108	66	53	49	47	521172
60	118	76	63	59	57	872467
70	128	86	73	69	67	1228210
80	138	96	83	79	77	1584663
90	148	106	93	89	87	1941825
100	158	116	103	99	97	2299740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lumi-Torc	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Swim Bow		
TYPE	Blue Silk		
	Water Dust		

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No.337 Meteorite — Unknown



Lunatone

TYPE: ROCK / PSYCHIC

ABILITY: Levitate

FAVORITE GUMMI: Gray Gummi, Gold Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	98

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Temporal Tower 1–13F
- ♥ Deep Spacial Rift B6–B9F
- ● Zero Isle North B26–B30F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B19–B25F
- ● Zero Isle South B86–B90F
- ■ Deep Star Cave B4F, Depths B1–B4F
- ■ Barren Valley 1F–Deep 5F

etc.

EVOLUTION: Does not evolve

MOVE LIST

LV1	Harden	TM	Giga Impact	TM	Charge Beam	TM	Reflect
LV1	Tackle	TM	Grass Knot	TM	Toxic	TM	Ice Beam
LV1	Confusion	TM	Endure	TM	Trick Room	TM	Rock Polish
LV9	Rock Throw	TM	Psychic	TM	Sleep Talk		
LV12	Hypnosis	TM	Embargo	TM	Rest		
LV20	Rock Polish	TM	Psych Up	TM	Hyper Beam		
LV23	Psywave	TM	Earthquake	TM	Light Screen		
LV31	Embargo	TM	Natural Gift	TM	Secret Power		
LV34	Cosmic Power	TM	Gyro Ball	TM	Blizzard		
LV42	Heal Block	TM	Shadow Ball	TM	Flash		
LV45	Psychic	TM	Vacuum-Cut	TM	Protect		
LV53	Future Sight	TM	Safeguard	TM	Substitute		
LV56	Explosion	TM	Wide Slash	TM	Calm Mind		
TM	Swagger	TM	Skill Swap	TM	Hidden Power		
TM	Rock Slide	TM	Stealth Rock	TM	Frustration		
TM	Return	TM	Stone Edge	TM	Dream Eater		
TM	Facade	TM	Explosion	TM	Recycle		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	10	8	10	10	0
10	50	19	17	19	19	1668
20	71	32	27	37	29	37561
30	101	46	32	49	35	117485
40	121	52	36	53	39	289560
50	140	61	46	62	48	562803
60	145	67	50	66	52	942158
70	155	77	60	76	62	1326318
80	165	87	70	86	72	1711244
90	175	97	80	96	82	2096937
100	185	107	90	106	92	2483441

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lunaton-Torc	TYPE	Stone Gem
			Rock Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
EVOLUTION			Psyche Globe
TYPE	Gray Silk		
	Rock Dust		



No.370 Rendezvous — ♂♀



Luvdisc

TYPE: WATER

ABILITY: Swift Swim

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	14
BASE EXP.	109

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Miracle Sea B1F–Deep B4F

EVOLUTION: Does not evolve

MOVE LIST

LV1	Tackle	TM	Brine	TM	Captivate		
LV4	Charm	TM	Psych Up	TM	Ice Beam		
LV7	Water Gun	TM	Natural Gift	HM	Waterfall		
LV9	Agility	TM	Vacuum-Cut	HM	Surf		
LV14	Take Down	TM	Safeguard	EGG	Aqua Ring		
LV17	Lucky Chant	TM	Wide Slash	EGG	Supersonic		
LV22	Attract	TM	Toxic	EGG	Mud Sport		
LV27	Sweet Kiss	TM	Sleep Talk	EGG	Splash		
LV31	Water Pulse	TM	Rest	EGG	Water Sport		
LV37	Aqua Ring	TM	Secret Power	EGG	Captivate		
LV40	Captivate	TM	Blizzard				
LV46	Flail	TM	Protect				
LV51	Safeguard	TM	Substitute				
TM	Swagger	TM	Water Pulse				
TM	Return	TM	Hidden Power				
TM	Facade	TM	Attract				
TM	Endure	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	8	8	9	9	0
10	59	12	11	14	12	1695
20	89	19	17	28	17	38162
30	115	42	34	49	34	119365
40	135	51	37	53	37	294193
50	151	56	41	56	40	571809
60	156	62	45	60	44	957235
70	166	72	55	70	54	1347542
80	176	82	65	80	64	1738628
90	186	92	75	90	74	2130492
100	196	102	85	100	84	2523181

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Luvdisc Torc	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION			
TYPE	Blue Silk		
	Water Dust		



No.404 Spark — ♂♀

FOOTPRINT



Luxio

TYPE: ELECTRIC

ABILITY: Rivalry, Intimidate

FAVORITE GUMMI: Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	40

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Far Amp Plains 5–9F
- ● Zero Isle South B69–B73F
- ● Destiny Tower 69–73F

EVOLUTION
- Shinx (p. 639)
- Lv15
- Luxio
- Lv30
- Luxray (p. 590)

MOVE LIST

LV1	Tackle	TM	Endure	TM	Substitute		
LV1	Leer	TM	Natural Gift	TM	Hidden Power		
LV5	Leer	TM	Thunderbolt	TM	Attract		
LV9	Charge	TM	Vacuum-Cut	TM	Frustration		
LV13	Spark	TM	Wide Slash	TM	Captivate		
LV18	Bite	TM	Charge Beam	HM	Strength		
LV23	Roar	TM	Shock Wave				
LV28	Swagger	TM	Thunder Wave				
LV33	Thunder Fang	TM	Toxic				
LV38	Crunch	TM	Thief				
LV43	Scary Face	TM	Sleep Talk				
LV48	Charge	TM	Rest				
TM	Iron Tail	TM	Light Screen				
TM	Swagger	TM	Secret Power				
TM	Return	TM	Flash				
TM	Thunder	TM	Roar				
TM	Facade	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	2	2	2	2	0
10	48	20	20	20	20	1634
20	77	40	40	35	35	36782
30	97	56	50	45	45	115049
40	117	65	58	55	55	283556
50	127	70	68	60	65	551133
60	136	75	74	65	75	922623
70	136	80	84	75	85	1298817
80	146	90	94	85	95	1675762
90	156	100	104	95	105	2053458
100	166	110	114	105	115	2431948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Luxio Claw		Glare Tag
	Luxio Fang		Glare Sash
	Spark Tag	TYPE	Yellow Silk
	Spark Scarf		Thunder Dust
EVOLUTION	Shinx Claw		Thunder Gem
	Shinx Fang		Volt Globe
	Flash Tag		
	Energy Scarf		
	Luxray Claw		
	Luxray Fang		

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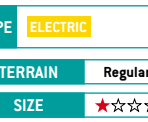


No.405 Gleam Eyes ♂♀

Luxray



FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC	Rivalry Intimidate	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	101

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Far Amp Plains 5–9F
- ● Zero Isle Center B33–B35F

EVOLUTION
- Shinx (p. 639)
- Luxio (p. 589) — Lv15
- Luxray — Lv30

MOVE LIST

LV1	Charge	TM	Facade	TM	Flash		
LV1	Tackle	TM	Giga Impact	TM	Roar		
LV1	Leer	TM	Endure	TM	Protect		
LV5	Leer	TM	Natural Gift	TM	Substitute		
LV9	Charge	TM	Thunderbolt	TM	Hidden Power		
LV13	Spark	TM	Vacuum-Cut	TM	Attract		
LV18	Bite	TM	Wide Slash	TM	Frustration		
LV23	Roar	TM	Charge Beam	TM	Captivate		
LV28	Swagger	TM	Shock Wave	HM	Strength		
LV35	Thunder Fang	TM	Thunder Wave				
LV42	Crunch	TM	Toxic				
LV49	Scary Face	TM	Thief				
LV56	Discharge	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Return	TM	Light Screen				
TM	Thunder	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	2	2	2	2	0
10	48	20	20	20	20	1634
20	77	40	40	35	35	36782
30	97	56	50	45	45	115049
40	117	65	58	55	55	283556
50	127	70	68	60	65	551133
60	136	75	74	65	75	922623
70	136	80	84	75	85	1298817
80	146	90	94	85	95	1675762
90	156	100	104	95	105	2053458
100	166	110	114	105	115	2431948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Luxray Claw		Spark Tag
	Luxray Fang		Spark Scarf
EVOLUTION	Glare Tag	TYPE	Yellow Silk
	Glare Sash		Thunder Dust
	Shinx Claw		Thunder Gem
	Shinx Fang		Volt Globe
	Flash Tag		
	Energy Scarf		
	Luxio Claw		
	Luxio Fang		



No.68 Superpower ♂♀

Machamp



TYPE	ABILITY	FAVORITE GUMMI
FIGHTING	Guts No Guard	Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	58
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Rock Aegis Cave B2–B3F, Steel B1–B4F, Pit B1–B3F
- ● Zero Isle North B1–B5F
- ● Zero Isle West B24–B28F

EVOLUTION
- Machop — Lv28
- Machoke — Link Cable
- Machamp

MOVE LIST

LV1	Focus Energy	TM	Return	TM	Thief		
LV1	Low Kick	TM	Flamethrower	TM	Fling		
LV1	Leer	TM	Facade	TM	Sleep Talk		
LV7	Focus Energy	TM	Brick Break	TM	Rest		
LV10	Karate Chop	TM	Focus Blast	TM	Hyper Beam		
LV13	Foresight	TM	Focus Punch	TM	Secret Power		
LV19	Seismic Toss	TM	Giga Impact	TM	Bulk Up		
LV22	Revenge	TM	Endure	TM	Protect		
LV25	Vital Throw	TM	Earthquake	TM	Substitute		
LV32	Submission	TM	Natural Gift	TM	Hidden Power		
LV36	Wake-Up Slap	TM	Payback	TM	Attract		
LV40	Cross Chop	TM	Vacuum-Cut	TM	Frustration		
LV44	Scary Face	TM	Wide Slash	TM	Captivate		
LV51	DynamicPunch	TM	Stone Edge	HM	Rock Smash		
TM	Dig	TM	Fire Blast	HM	Strength		
TM	Swagger	TM	Poison Jab	HM	Rock Climb		
TM	Rock Slide	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	19	10	9	8	9	0
10	44	24	25	24	25	1539
20	69	43	35	43	35	34656
30	89	57	45	53	45	108398
40	109	62	50	58	50	267164
50	119	67	55	63	55	519274
60	129	73	60	68	62	869289
70	139	83	70	78	72	1223736
80	149	93	80	88	82	1578891
90	159	103	90	98	92	1934752
100	169	113	100	108	102	2291363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Machamp Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Impish Band		
	Strong Belt		
TYPE	Orange Silk		
	Courage Dust		



No.67 Superpower ♂♀

Machoke



TYPE	ABILITY	FAVORITE GUMMI
FIGHTING	Guts No Guard	Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	42

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Rock Aegis Cave B2–B3F, Steel B1–B4F, Pit B1–B3F
- ● Zero Isle South B8–B10F
- ● Destiny Tower 8–10F

EVOLUTION
- Machop — Lv28
- Machoke — Link Cable
- Machamp

MOVE LIST

LV1	Focus Energy	TM	Return	TM	Sleep Talk		
LV1	Low Kick	TM	Flamethrower	TM	Rest		
LV1	Leer	TM	Facade	TM	Secret Power		
LV7	Focus Energy	TM	Brick Break	TM	Bulk Up		
LV10	Karate Chop	TM	Focus Blast	TM	Protect		
LV13	Foresight	TM	Focus Punch	TM	Substitute		
LV19	Seismic Toss	TM	Endure	TM	Hidden Power		
LV22	Revenge	TM	Earthquake	TM	Attract		
LV25	Vital Throw	TM	Natural Gift	TM	Frustration		
LV32	Submission	TM	Payback	TM	Captivate		
LV36	Wake-Up Slap	TM	Vacuum-Cut	HM	Rock Smash		
LV40	Cross Chop	TM	Wide Slash	HM	Strength		
LV44	Scary Face	TM	Fire Blast	HM	Rock Climb		
LV51	DynamicPunch	TM	Poison Jab				
TM	Dig	TM	Toxic				
TM	Swagger	TM	Thief				
TM	Rock Slide	TM	Fling				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	14	8	1	4	1	0
10	39	22	17	20	17	1539
20	64	41	27	39	27	34656
30	84	55	37	49	37	108398
40	104	60	42	54	42	267164
50	114	65	47	59	47	519274
60	124	71	52	64	54	869289
70	134	81	62	74	64	1223736
80	144	91	72	84	74	1578891
90	154	101	82	94	84	1934752
100	164	111	92	104	94	2291363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Strong Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Impish Band		
	Machamp Belt		
TYPE	Orange Silk		
	Courage Dust		

See p.682 for its stats as an ally

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No.66 Superpower ♂♀



Machop

TYPE: FIGHTING

ABILITY: Guts / No Guard

FAVORITE GUMMI: Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	20

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mt. Bristle 1–9F
- ♥ Labyrinth Cave B1–B9F
- ● Fight/Psych Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Fortune Ravine B1–B3F

EVOLUTION
- Machop
- Lv28
- Machoke
- Link Cable
- Machamp

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	11	8	1	4	1	0
10	36	22	17	20	17	1539
20	61	41	27	39	27	34656
30	81	55	37	49	37	108398
40	101	60	42	54	42	267164
50	111	65	47	59	47	519274
60	121	71	52	64	54	869289
70	131	81	62	74	64	1223736
80	141	91	72	84	74	1578891
90	151	101	82	94	84	1934752
100	161	111	92	104	94	2291363

MOVE LIST

LV1	Low Kick	TM	Flamethrower	TM	Rest	EGG	SmellingSalt
LV1	Leer	TM	Facade	TM	Secret Power	EGG	Bullet Punch
LV7	Focus Energy	TM	Brick Break	TM	Bulk Up	EGG	Light Screen
LV10	Karate Chop	TM	Focus Blast	TM	Protect	EGG	Fire Punch
LV13	Foresight	TM	Focus Punch	TM	Substitute	EGG	Rolling Kick
LV19	Seismic Toss	TM	Endure	TM	Hidden Power	EGG	Meditate
LV22	Revenge	TM	Earthquake	TM	Attract	EGG	Ice Punch
LV25	Vital Throw	TM	Natural Gift	TM	Frustration		
LV31	Submission	TM	Payback	TM	Captivate		
LV34	Wake-Up Slap	TM	Vacuum-Cut	HM	Rock Smash		
LV37	Cross Chop	TM	Wide Slash	HM	Strength		
LV43	Scary Face	TM	Fire Blast	HM	Rock Climb		
LV46	DynamicPunch	TM	Poison Jab	EGG	Encore		
TM	Dig	TM	Toxic	EGG	Rock Slide		
TM	Swagger	TM	Thief	EGG	Close Combat		
TM	Rock Slide	TM	Fling	EGG	Counter		
TM	Return	TM	Sleep Talk	EGG	ThunderPunch		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Impish Band	TYPE	Fight Gem
			Power Globe
EVOLUTION	Strong Belt		
	Machamp Belt		
TYPE	Orange Silk		
	Courage Dust		



No.240 Live Coal ♂♀



Magby

TYPE: FIRE

ABILITY: Flame Body

FAVORITE GUMMI: Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Steam Cave 1–8F
- ● Zero Isle West B4–B7F
- ● Zero Isle South B53–B57, B71–B77F
- ● Destiny Tower 71–77F
- ● Dark/Fire Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION
- Magby
- Lv30
- Magmar (p. 592)
- Magmarizer & Link Cable
- Magmortar (p. 592)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	16	4	17	7	0
10	50	23	13	24	16	1449
20	60	33	22	34	21	32621
30	73	46	31	47	30	102033
40	89	62	47	63	46	251477
50	95	67	57	69	46	488783
60	100	73	58	74	56	818245
70	110	83	68	84	66	1151880
80	120	93	78	94	76	1486181
90	130	103	88	104	86	1821147
100	140	113	98	114	96	2156818

MOVE LIST

LV1	Smog	TM	Flamethrower	TM	Substitute		
LV1	Leer	TM	Facade	TM	Hidden Power		
LV7	Ember	TM	Brick Break	TM	Attract		
LV10	SmokeScreen	TM	Focus Punch	TM	Frustration		
LV16	Faint Attack	TM	Endure	TM	Captivate		
LV19	Fire Spin	TM	Psychic	HM	Rock Smash		
LV25	Confuse Ray	TM	Natural Gift	EGG	Screech		
LV28	Fire Punch	TM	Vacuum-Cut	EGG	ThunderPunch		
LV34	Lava Plume	TM	Wide Slash	EGG	Karate Chop		
LV37	Flamethrower	TM	Fire Blast	EGG	Cross Chop		
LV43	Sunny Day	TM	Toxic	EGG	DynamicPunch		
LV46	Fire Blast	TM	Thief	EGG	Barrier		
TM	Iron Tail	TM	Fling	EGG	Fire Blitz		
TM	Swagger	TM	Sleep Talk	EGG	Mach Punch		
TM	Overheat	TM	Rest	EGG	Mega Punch		
TM	Will-O-Wisp	TM	Secret Power				
TM	Return	TM	Protect				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magby Claw		Magmor-Card
	Magby Card		Vulcan Rock
	Ember Jewel		Burning Torc
	Coal Ring	TYPE	Red Silk
	Red Jewel		Fire Dust
EVOLUTION	Magmar Claw		Fiery Gem
	Magmar Card		Fiery Globe
	Erupt Ore		
	Magma Scarf		
	Magmor-Claw		



No.219 Lava ♂♀



Magcargo

TYPE: FIRE / ROCK

ABILITY: Magma Armor / Flame Body

FAVORITE GUMMI: Red Gummi / Gray Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	71

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Dark Crater B13F–Deep B11F
- ● Dark Crater Pit (Deep 1–19F)
- ● Zero Isle North B4–B86
- ● Zero Isle South B56–B61F, B71–B77F
- ● Zero Isle Center B28–B30F
- ● Destiny Tower 56–61F

EVOLUTION
- Slugma (p. 644)
- Lv38
- Magcargo

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	12	8	12	8	0
10	37	17	12	18	12	1619
20	56	27	21	27	21	36439
30	86	37	31	37	31	113977
40	116	45	40	46	40	280913
50	128	50	45	51	45	545997
60	133	56	51	56	50	914025
70	143	66	61	66	60	1286714
80	153	76	71	76	70	1660146
90	163	86	81	86	80	2034322
100	173	96	91	96	90	2409285

MOVE LIST

LV1	Yawn	TM	Overheat	TM	Toxic		
LV1	Rock Throw	TM	Will-O-Wisp	TM	Sleep Talk		
LV1	Smog	TM	Return	TM	Rest		
LV1	Ember	TM	Flamethrower	TM	Hyper Beam		
LV8	Ember	TM	Facade	TM	Light Screen		
LV11	Rock Throw	TM	Giga Impact	TM	Secret Power		
LV16	Harden	TM	Endure	TM	Protect		
LV23	Recover	TM	Earthquake	TM	Substitute		
LV26	AncientPower	TM	Natural Gift	TM	Hidden Power		
LV31	Amnesia	TM	Gyro Ball	TM	Attract		
LV40	Lava Plume	TM	Vacuum-Cut	TM	Frustration		
LV45	Rock Slide	TM	Wide Slash	TM	Captivate		
LV52	Body Slam	TM	Stealth Rock	TM	Reflect		
LV61	Flamethrower	TM	Stone Edge	TM	Rock Polish		
LV66	Earth Power	TM	SolarBeam	HM	Rock Smash		
TM	Swagger	TM	Explosion	HM	Strength		
TM	Rock Slide	TM	Fire Blast				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Torrid Scarf		Fiery Gem
			Fiery Globe
			Gray Silk
		TYPE	Rock Dust
EVOLUTION	Lava Bow		Stone Gem
			Rock Globe
TYPE	Red Silk		
	Fire Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.129 Fish ♂♀



Magikarp



5

TYPE WATER

ABILITY Swift Swim

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B1–B12F
- ■ Eastern Cave B6–B10F

EVOLUTION
- Magikarp → Lv20 → Gyarados (p. 567)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	24

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Splash						
LV15	Tackle						
LV30	Flail						
TM	Vacuum–Cut						
TM	Wide Slash						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	28	3	7	7	7	0
10	33	8	10	10	10	1119
20	38	13	14	13	13	25194
30	43	18	17	16	17	78804
40	48	23	20	20	20	194223
50	55	29	25	24	25	377502
60	74	39	35	34	35	631957
70	84	49	45	44	45	889633
80	94	59	55	54	55	1147825
90	104	69	65	64	65	1406529
100	114	79	75	74	75	1665779

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magikarp Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Tempest Sash		
TYPE	Blue Silk		
	Water Dust		

No.126 Spitfire ♂♀



Magmar



1

TYPE FIRE

ABILITY Flame Body

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Upper Steam Cave 2–7F
- ♥ Lost Wilderness B1–B17F
- ● Inferno Cave B1–B13F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B13–B17F
- ● Zero Isle South B47–B52, B74–B80F
- ● Zero Isle Center B28–B30F
- ● Destiny Tower 47–52F

etc.

EVOLUTION
- Magby (p. 591) → Lv30 → Magmar → Magmarizer & Link Cable → Magmortar

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	Smog	TM	Return	TM	Rest		
LV1	Leer	TM	Flamethrower	TM	Hyper Beam		
LV1	Ember	TM	Facade	TM	Secret Power		
LV7	Ember	TM	Brick Break	TM	Protect		
LV10	SmokeScreen	TM	Focus Blast	TM	Substitute		
LV16	Faint Attack	TM	Focus Punch	TM	Hidden Power		
LV19	Fire Spin	TM	Giga Impact	TM	Attract		
LV25	Confuse Ray	TM	Endure	TM	Frustration		
LV28	Fire Punch	TM	Psychic	TM	Captivate		
LV36	Lava Plume	TM	Natural Gift	HM	Rock Smash		
LV41	Flamethrower	TM	Vacuum–Cut	HM	Strength		
LV49	Sunny Day	TM	Wide Slash	HM	Rock Climb		
LV54	Fire Blast	TM	Fire Blast				
TM	Iron Tail	TM	Toxic				
TM	Swagger	TM	Thief				
TM	Overheat	TM	Fling				
TM	Will-O-Wisp	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	16	2	20	5	0
10	58	23	11	27	14	1449
20	68	33	20	37	19	32621
30	81	46	29	50	28	102033
40	97	62	45	66	44	251477
50	103	67	55	72	44	488783
60	108	73	56	77	54	818245
70	118	83	66	87	64	1151880
80	128	93	76	97	74	1486181
90	138	103	86	107	84	1821147
100	148	113	96	117	94	2156818

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magmar Claw		Vulcan Rock
	Magmar-Card		Burning Torc
	Erupt Ore	TYPE	Red Silk
	Magma Scarf		Fire Dust
EVOLUTION	Magby Claw		Fiery Gem
	Magby Card		Fiery Globe
	Ember Jewel		
	Coal Ring		
	Magmor-Claw		
	Magmor-Card		

No.467 Blast ♂♀



Magmortar



0

TYPE FIRE

ABILITY Flame Body

FAVORITE GUMMI Red Gummi

LOCATION
- ● Hidden Land 1F–Highland 8F
- ♥ Deep Dark Crater B5–B14F
- ● Dark Crater Pit (Deep B15F)
- ● Inferno Cave B15–B29F
- ● Zero Isle North B10–B15F
- ● Zero Isle South B80–B85F
- ● Zero Isle Center B28–B30F
- ● Destiny Tower 80–85F

EVOLUTION
- Magby (p. 591) → Lv30 → Magmar → Magmarizer & Link Cable → Magmortar

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	54
BASE EXP.	111

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	SmokeScreen	TM	Torment	TM	Vacuum–Cut	TM	Captivate
LV1	ThunderPunch	TM	Swagger	TM	Wide Slash	HM	Rock Smash
LV1	Smog	TM	Rock Slide	TM	SolarBeam	HM	Strength
LV1	Leer	TM	Overheat	TM	Fire Blast	HM	Rock Climb
LV3	Ember	TM	Will-O-Wisp	TM	Taunt		
LV7	Ember	TM	Return	TM	Toxic		
LV10	SmokeScreen	TM	Flamethrower	TM	Thief		
LV16	Faint Attack	TM	Facade	TM	Fling		
LV19	Fire Spin	TM	Brick Break	TM	Sleep Talk		
LV25	Confuse Ray	TM	Focus Blast	TM	Rest		
LV28	Fire Punch	TM	Focus Punch	TM	Hyper Beam		
LV37	Lava Plume	TM	Giga Impact	TM	Secret Power		
LV43	Flamethrower	TM	Endure	TM	Protect		
LV52	Sunny Day	TM	Psychic	TM	Substitute		
LV58	Fire Blast	TM	Earthquake	TM	Hidden Power		
LV67	Hyper Beam	TM	Natural Gift	TM	Attract		
TM	Iron Tail	TM	Thunderbolt	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	39	13	11	16	16	0
10	57	20	20	23	25	1449
20	67	30	29	33	30	32621
30	80	43	38	46	39	102033
40	96	59	54	62	55	251477
50	102	64	64	68	55	488783
60	107	70	65	73	65	818245
70	117	80	75	83	75	1151880
80	127	90	85	93	85	1486181
90	137	100	95	103	95	1821147
100	147	110	105	113	105	2156818

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magmor-Claw		Erupt Ore
	Magmor-Card		Magma Scarf
	Vulcan Rock	TYPE	Red Silk
	Burning Torc		Fire Dust
EVOLUTION	Magby Claw		Fiery Gem
	Magby Card		Fiery Globe
	Ember Jewel		
	Coal Ring		
	Magmar Claw		
	Magmar Card		

See p.682 for its stats when it appears as a dungeon boss

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No.81 Magnet Unknown

♥ 5

Magnemite



TYPE: ELECTRIC / STEEL

ABILITY: Magnet Pull, Sturdy

FAVORITE GUMMI: Yellow Gummi, Silver Gummi

TERRAIN: Air

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 15

BASE EXP.: 66

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Chasm Cave B1–B5F
- ♥ Sky Stairway 1–25F
- ● Southeastern Islands B1–B24F
- ● Zero Isle West B21–B30F
- ● Elec/Steel Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Temporal Tower 1–10F

EVOLUTION
Magnemite → (Lv30) → Magneton → (Coronet Rock) → Magnezone

MOVE LIST

LV1	Metal Sound	TM	Thunder	TM	Secret Power		
LV1	Tackle	TM	Facade	TM	Flash		
LV6	ThunderShock	TM	Endure	TM	Protect		
LV11	Supersonic	TM	Psych Up	TM	Substitute		
LV14	SonicBoom	TM	Natural Gift	TM	Hidden Power		
LV17	Thunder Wave	TM	Gyro Ball	TM	Frustration		
LV22	Spark	TM	Thunderbolt	TM	Flash Cannon		
LV27	Lock-On	TM	Vacuum-Cut	TM	Recycle		
LV30	Magnet Bomb	TM	Wide Slash	TM	Reflect		
LV33	Screech	TM	Explosion				
LV38	Discharge	TM	Charge Beam				
LV43	Mirror Shot	TM	Shock Wave				
LV46	Magnet Rise	TM	Thunder Wave				
LV49	Gyro Ball	TM	Toxic				
LV54	Zap Cannon	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Return	TM	Light Screen				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	12	11	16	12	0
10	51	17	16	21	17	1551
20	61	27	21	31	22	34915
30	73	37	25	41	26	109209
40	93	46	31	51	33	269163
50	113	51	40	61	42	523159
60	123	57	50	72	52	875792
70	133	67	60	92	62	1232891
80	143	77	70	102	72	1590703
90	153	87	80	112	82	1949227
100	163	97	90	122	92	2308506

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Magne-Torc	Thunder Gem
		Volt Globe
		Iron Silk
		Steel Dust
EVOLUTION	Magneton Bow	Metal Gem
	Builder Sash	Steel Globe
TYPE	Yellow Silk	
	Thunder Dust	



No.82 Magnet Unknown

♥ 0

Magneton



TYPE: ELECTRIC / STEEL

ABILITY: Magnet Pull, Sturdy

FAVORITE GUMMI: Yellow Gummi, Silver Gummi

TERRAIN: Air

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 110%

DAMAGE DEALT BY SIZEBUST ORB: 34

BASE EXP.: 78

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Chasm Cave B6–B8F
- ♥ Sky Stairway 26–49F
- ● Zero Isle North B21–B30F
- ● Zero Isle East B11–B14F
- ● Zero Isle Center B33–B35F
- ■ Temporal Spire 1–10F

EVOLUTION
Magnemite → (Lv30) → Magneton → (Coronet Rock) → Magnezone

MOVE LIST

LV1	Metal Sound	LV60	Zap Cannon	TM	Toxic		
LV1	Tackle	TM	Swagger	TM	Sleep Talk		
LV1	Supersonic	TM	Return	TM	Rest		
LV1	ThunderShock	TM	Thunder	TM	Hyper Beam		
LV3	Tri Attack	TM	Facade	TM	Light Screen		
LV6	ThunderShock	TM	Giga Impact	TM	Secret Power		
LV11	Supersonic	TM	Endure	TM	Flash		
LV14	SonicBoom	TM	Psych Up	TM	Protect		
LV17	Thunder Wave	TM	Natural Gift	TM	Substitute		
LV22	Spark	TM	Gyro Ball	TM	Hidden Power		
LV27	Lock-On	TM	Thunderbolt	TM	Frustration		
LV30	Magnet Bomb	TM	Vacuum-Cut	TM	Flash Cannon		
LV34	Screech	TM	Wide Slash	TM	Recycle		
LV40	Discharge	TM	Explosion	TM	Reflect		
LV46	Mirror Shot	TM	Charge Beam				
LV50	Magnet Rise	TM	Shock Wave				
LV54	Gyro Ball	TM	Thunder Wave				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	12	12	16	12	0
10	57	17	17	21	17	1551
20	67	27	22	31	22	34915
30	79	37	26	41	26	109209
40	99	46	32	51	33	269163
50	119	51	41	61	42	523159
60	129	57	51	72	52	875792
70	139	67	61	92	62	1232891
80	149	77	71	102	72	1590703
90	159	87	81	112	82	1949227
100	169	97	91	122	92	2308506

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Magneton Bow	Thunder Gem
		Volt Globe
		Iron Silk
		Steel Dust
EVOLUTION	Magne-Torc	Metal Gem
	Builder Sash	Steel Globe
TYPE	Yellow Silk	
	Thunder Dust	



No.462 Magnet Area Unknown

♥ 0

Magnezone



TYPE: ELECTRIC / STEEL

ABILITY: Magnet Pull, Sturdy

FAVORITE GUMMI: Yellow Gummi, Silver Gummi

TERRAIN: Air

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 130%

DAMAGE DEALT BY SIZEBUST ORB: 50

BASE EXP.: 121

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Spacial Rift B1F–Deep B9F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B34–B38F
- ● Zero Isle Center B33–B35F
- ● Destiny Tower 34–38F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION
Magnemite → (Lv30) → Magneton → (Coronet Rock) → Magnezone

MOVE LIST

LV1	Metal Sound	LV54	Gyro Ball	TM	Thunder Wave		
LV1	Tackle	LV60	Zap Cannon	TM	Toxic		
LV1	Supersonic	TM	Swagger	TM	Sleep Talk		
LV1	ThunderShock	TM	Return	TM	Rest		
LV3	Barrier	TM	Thunder	TM	Hyper Beam		
LV6	ThunderShock	TM	Facade	TM	Light Screen		
LV7	Mirror Coat	TM	Giga Impact	TM	Secret Power		
LV11	Supersonic	TM	Endure	TM	Flash		
LV14	SonicBeam	TM	Psych Up	TM	Protect		
LV17	Thunder Wave	TM	Natural Gift	TM	Substitute		
LV22	Spark	TM	Gyro Ball	TM	Hidden Power		
LV27	Lock-On	TM	Thunderbolt	TM	Takeout		
LV30	Magnet Bomb	TM	Vacuum-Cut	TM	Frustration		
LV34	Screech	TM	Wide Slash	TM	Flash Cannon		
LV40	Discharge	TM	Explosion	TM	Recycle		
LV46	Mirror Shot	TM	Charge Beam	TM	Reflect		
LV50	Magnet Rise	TM	Shock Wave				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	14	14	20	14	0
10	51	19	19	25	19	1551
20	61	29	24	35	24	34915
30	73	39	28	45	28	109209
40	93	48	34	55	35	269163
50	113	53	43	65	44	523159
60	123	59	53	76	54	875792
70	133	69	63	96	64	1232891
80	143	79	73	106	74	1590703
90	153	89	83	116	84	1949227
100	163	99	93	126	94	2308506

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Builder Sash	Thunder Gem
		Volt Globe
		Iron Silk
		Steel Dust
EVOLUTION	Magne-Torc	Metal Gem
	Magneton Bow	Steel Globe
TYPE	Yellow Silk	
	Thunder Dust	

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No.296 Guts ♂♀



Makuhita

♥ 3

TYPE FIGHTING

ABILITY Thick Fat / Guts

FAVORITE GUMMI Orange Gummi

LOCATION
- ♥ Lost Wilderness B3–B16F
- ● Zero Isle East B25–B30F
- ● Zero Isle West B29–B34F

EVOLUTION


Makuhita


Hariyama (p. 568)

Lv24

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Focus Energy	TM	Swagger	TM	Secret Power	EGG	Bullet Punch
LV1	Tackle	TM	Rock Slide	TM	Bulk Up	EGG	Detect
LV4	Sand-Attack	TM	Return	TM	Protect	EGG	Foresight
LV7	Arm Thrust	TM	Facade	TM	Substitute	EGG	Wake-Up Slap
LV10	Vital Throw	TM	Brick Break	TM	Hidden Power	EGG	Revenge
LV13	Fake Out	TM	Focus Blast	TM	Attract		
LV16	Whirlwind	TM	Focus Punch	TM	Frustration		
LV19	Knock Off	TM	Endure	TM	Captivate		
LV22	SmellingSalt	TM	Earthquake	HM	Rock Smash		
LV25	Belly Drum	TM	Natural Gift	HM	Strength		
LV28	Force Palm	TM	Vacuum-Cut	HM	Surf		
LV31	Seismic Toss	TM	Wide Slash	HM	Rock Climb		
LV34	Wake-Up Slap	TM	Poison Jab	EGG	Counter		
LV37	Endure	TM	Toxic	EGG	Cross Chop		
LV40	Close Combat	TM	Fling	EGG	Faint Attack		
LV43	Reversal	TM	Sleep Talk	EGG	Helping Hand		
TM	Dig	TM	Rest	EGG	DynamicPunch		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	25	10	10	10	0
10	55	34	19	23	23	1687
20	75	44	29	34	33	37980
30	100	57	41	44	42	118797
40	116	70	51	51	47	292793
50	126	81	61	58	52	569086
60	131	91	71	65	58	952677
70	141	101	81	75	68	1341126
80	151	112	91	85	78	1730350
90	161	132	101	95	88	2120348
100	171	146	111	105	98	2511168

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Makuhit-Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Thrust Belt		
TYPE	Orange Silk		
	Courage Dust		

No.473 Twin Tusk ♂♀



Mamoswine

♥ 0

TYPE ICE / GROUND

ABILITY Oblivious / Snow Cloak

FAVORITE GUMMI Clear Gummi / Brown Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B50–B60F
- ● Zero Isle South B74–B79F
- ● Zero Isle Center B14–B16F
- ● Destiny Tower 74–79F
- ■ Dark Ice Mountain Peak (Pinnacle 5F)

EVOLUTION

Swinub (p. 655) → Lv33 → Piloswine (p. 617) → LM: AncientPower → Mamoswine

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	58
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

MOVE LIST

LV1	Odor Sleuth	TM	Dig	TM	Light Screen		
LV1	AncientPower	TM	Swagger	TM	Secret Power		
LV1	Powder Snow	TM	Rock Slide	TM	Blizzard		
LV1	Peck	TM	Return	TM	Roar		
LV4	Mud Sport	TM	Facade	TM	Protect		
LV8	Powder Snow	TM	Giga Impact	TM	Substitute		
LV13	Mud-Slap	TM	Endure	TM	Hidden Power		
LV16	Endure	TM	Earthquake	TM	Attract		
LV20	Mud Bomb	TM	Natural Gift	TM	Frustration		
LV25	Hail	TM	Vacuum-Cut	TM	Captivate		
LV28	Ice Fang	TM	Wide Slash	TM	Avalanche		
LV32	Take Down	TM	Stealth Rock	TM	Reflect		
LV33	Double Hit	TM	Stone Edge	TM	Ice Beam		
LV40	Earthquake	TM	Toxic	HM	Rock Smash		
LV48	Mist	TM	Sleep Talk	HM	Strength		
LV56	Blizzard	TM	Rest	HM	Rock Climb		
LV65	Scary Face	TM	Hyper Beam				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	18	13	13	15	0
10	41	25	18	20	20	1748
20	69	33	31	27	33	39346
30	92	43	39	37	42	123067
40	112	54	49	48	50	303317
50	132	74	59	68	60	589541
60	151	94	68	78	68	986920
70	161	108	78	88	78	1389331
80	171	118	88	98	88	1792545
90	181	128	98	108	98	2196561
100	191	138	108	118	108	2601428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Glacier Cape	TYPE	Icy Gem
			Icy Globe
			Brown Silk
			Ground Dust
EVOLUTION	Frigid Bow		Earth Gem
	Frost Torc		Terra Globe
TYPE	Clear Silk		
	Icy Dust		

See p.683 for stats when it appears as dungeon boss

No.490 Seafaring Unknown



Manaphy

♥ X

TYPE WATER

ABILITY Hydration

FAVORITE GUMMI Blue Gummi

LOCATION (Does not appear in dungeons)

EVOLUTION


Does not evolve

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	50

HOW TO RECRUIT: OTHER

MOVE LIST

LV1	Bubble	TM	Giga Impact	TM	Rest		
LV1	Tail Glow	TM	Grass Knot	TM	Hyper Beam		
LV1	Water Sport	TM	Endure	TM	Light Screen		
LV9	Charm	TM	Psychic	TM	Secret Power		
LV16	Supersonic	TM	Brine	TM	Blizzard		
LV24	BubbleBeam	TM	Psych Up	TM	Flash		
LV31	Acid Armor	TM	Natural Gift	TM	Protect		
LV39	Whirlpool	TM	Shadow Ball	TM	Substitute		
LV46	Water Pulse	TM	Vacuum-Cut	TM	Water Pulse		
LV54	Aqua Ring	TM	Safeguard	TM	Calm Mind		
LV61	Dive	TM	Wide Slash	TM	Hidden Power		
LV69	Rain Dance	TM	Skill Swap	TM	Frustration		
LV76	Heart Swap	TM	Dive	TM	Reflect		
TM	Swagger	TM	Toxic	TM	Ice Beam		
TM	Energy Ball	TM	U-turn	HM	Waterfall		
TM	Return	TM	Fling	HM	Surf		
TM	Facade	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	5	5	10	0
10	39	19	14	14	19	1393
20	49	29	24	24	29	31367
30	59	39	34	34	39	98111
40	69	49	44	44	49	241808
50	79	59	54	54	59	469991
60	89	69	64	64	69	786787
70	99	79	74	74	79	1107594
80	109	89	84	84	89	1429042
90	119	99	94	94	99	1751130
100	129	109	104	104	109	2073896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tidal Cape	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Blue Silk		
TYPE	Water Dust		

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No.310 Discharge ♂♀

X

Manectric



TYPE ELECTRIC

ABILITY Static / LightningRod

FAVORITE GUMMI Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	126

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- Amp Clearing (Far 10F)
- Hidden Land 1F–Highland 8F
- Zero Isle North B37–B40
- Zero Isle East B36–B39F
- Zero Isle West B37–B39F
- Zero Isle South B36–B40F
- Destiny Tower 36–40F
- Boulder Quarry B3–B5F
- Right Cave Path B3–B5F

etc.

EVOLUTION

Electrike (p. 550) → Lv26 → Manectric

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	15	10	20	10	0
10	41	22	15	27	15	1564
20	63	32	26	37	26	35217
30	93	46	43	50	43	110152
40	111	55	49	60	49	271487
50	121	60	54	65	54	527676
60	126	66	60	70	59	883355
70	136	76	70	80	69	1243538
80	146	86	80	90	79	1604440
90	156	96	90	100	89	1966060
100	166	106	100	110	99	2328441

MOVE LIST

LV1	Tackle	TM	Iron Tail	TM	Thief		
LV1	Thunder Wave	TM	Swagger	TM	Sleep Talk		
LV1	Howl	TM	Overheat	TM	Rest		
LV1	Leer	TM	Return	TM	Hyper Beam		
LV3	Fire Fang	TM	Flamethrower	TM	Light Screen		
LV4	Thunder Wave	TM	Thunder	TM	Secret Power		
LV9	Leer	TM	Facade	TM	Flash		
LV12	Howl	TM	Giga Impact	TM	Roar		
LV17	Quick Attack	TM	Endure	TM	Protect		
LV20	Spark	TM	Natural Gift	TM	Substitute		
LV25	Odor Sleuth	TM	Thunderbolt	TM	Hidden Power		
LV30	Crunch	TM	Vacuum-Cut	TM	Attract		
LV37	Thunder Fang	TM	Wide Slash	TM	Frustration		
LV42	Roar	TM	Charge Beam	TM	Captivate		
LV49	Discharge	TM	Shock Wave	HM	Strength		
LV54	Charge	TM	Thunder Wave				
LV61	Thunder	TM	Toxic				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Protect Mask	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Punish Torc		
TYPE	Yellow Silk		
	Thunder Dust		

See p.682 for its stats when it appears as a dungeon boss



No.56 Pig Monkey ♂♀

5

FOOTPRINT Y

Mankey



TYPE FIGHTING

ABILITY Vital Spirit / Anger Point

FAVORITE GUMMI Orange Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Mt. Travail 1–19F
- Southeastern Islands B1–B24F
- Zero Isle North B21–B25F
- Zero Isle East B3–B5F

EVOLUTION

Mankey → Lv28 → Primeape (p. 622)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	11	13	10	13	0
10	41	17	15	16	15	1600
20	57	31	29	26	25	36018
30	77	51	49	43	41	112659
40	98	60	55	53	48	277665
50	118	65	60	58	53	539684
60	127	71	66	63	58	903457
70	137	81	76	73	68	1271836
80	147	91	86	83	78	1640951
90	157	101	96	93	88	2010800
100	167	111	106	103	98	2381428

MOVE LIST

LV1	Low Kick	TM	Swagger	TM	Aerial Ace	HM	Strength
LV1	Leer	TM	Rock Slide	TM	Poison Jab	HM	Rock Climb
LV1	Scratch	TM	Overheat	TM	Toxic	EGG	Rock Slide
LV3	Focus Energy	TM	Return	TM	Thief	EGG	Close Combat
LV3	Covet	TM	Thunder	TM	U-turn	EGG	Counter
LV9	Fury Swipes	TM	Facade	TM	Fling	EGG	Reversal
LV13	Karate Chop	TM	Brick Break	TM	Sleep Talk	EGG	SmellingSalt
LV17	Seismic Toss	TM	Focus Blast	TM	Rest	EGG	Beat Up
LV21	Screech	TM	Focus Punch	TM	Secret Power	EGG	Foresight
LV25	Assurance	TM	Endure	TM	Bulk Up	EGG	Meditate
LV33	String Shot	TM	Earthquake	TM	Protect	EGG	Revenge
LV37	Cross Chop	TM	Natural Gift	TM	Substitute		
LV41	Thrash	TM	Payback	TM	Hidden Power		
LV45	Punishment	TM	Thunderbolt	TM	Attract		
LV49	Close Combat	TM	Vacuum-Cut	TM	Frustration		
TM	Iron Tail	TM	Wide Slash	TM	Captivate		
TM	Dig	TM	Taunt	HM	Rock Smash		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mankey Torc	TYPE	Fight Gem
			Power Globe
EVOLUTION	Nullify Belt		
TYPE	Orange Silk		
	Courage Dust		



No.226 Kite ♂♀

5

Mantine



TYPE WATER / FLYING

ABILITY Swift Swim / Water Absorb

FAVORITE GUMMI Blue Gummi / Sky Gummi

TERRAIN	Air
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	86
BASE EXP.	142

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Miracle Sea B1–B3F

EVOLUTION

Mantyke (p. 596) → Recruit Remoraid → Mantine

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	18	16	18	20	0
10	63	27	25	25	47	1738
20	83	31	35	31	59	38404
30	103	36	45	34	69	120000
40	123	41	55	38	79	295629
50	143	46	65	41	89	574492
60	163	52	69	45	99	961634
70	173	62	79	55	109	1353670
80	183	72	89	65	119	1746505
90	193	82	99	75	129	2140114
100	203	92	109	85	139	2534551

MOVE LIST

LV1	Bubble	TM	Rock Slide	TM	Blizzard		
LV1	Signal Beam	TM	Return	TM	Protect		
LV1	Tackle	TM	Facade	TM	Substitute		
LV3	Psybeam	TM	Giga Impact	TM	Water Pulse		
LV4	Supersonic	TM	Endure	TM	Hidden Power		
LV8	Bullet Seed	TM	Brine	TM	Attract		
LV10	BubbleBeam	TM	Earthquake	TM	Frustration		
LV13	Headbutt	TM	Natural Gift	TM	Captivate		
LV19	Agility	TM	Vacuum-Cut	TM	Ice Beam		
LV22	Wing Attack	TM	Wide Slash	HM	Defog		
LV28	Water Pulse	TM	Bullet Seed	HM	Waterfall		
LV31	Take Down	TM	Aerial Ace	HM	Surf		
LV37	Confuse Ray	TM	Toxic				
LV40	Bounce	TM	Sleep Talk				
LV46	Aqua Tail	TM	Rest				
LV49	Hydro Pump	TM	Hyper Beam				
TM	Swagger	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mantine Foam	TYPE	Aqua Gem
	Mantine Card		Aqua Globe
EVOLUTION	Sunset Rock		Sky Silk
	Horizon Bow		Sky Dust
	Mantyke Beam		Sky Gem
	Mantyke Card		Sky Globe
TYPE	Waft Rock		
	Ocean Bow		
	Blue Silk		
	Water Dust		

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No.458 Kite ♂♀



Mantyke



TYPE: WATER / FLYING

ABILITY: Swift Swim, Water Absorb

FAVORITE GUMMI: Blue Gummi, Sky Gummi

TERRAIN: Air

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 110%

DAMAGE DEALT BY SIZEBUST ORB: 28

BASE EXP.: 48

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Miracle Sea B1F–Deep B3F
- ● Zero Isle North B31–B40F
- ● Zero Isle Center B1–B7F

EVOLUTION

Mantyke → Recruit Remoraid → Mantine (p. 595)

MOVE LIST

LV1	Bubble	TM	Earthquake	TM	Ice Beam			
LV1	Tackle	TM	Natural Gift	HM	Waterfall			
LV4	Supersonic	TM	Vacuum-Cut	HM	Surf			
LV10	BubbleBeam	TM	Wide Slash	EGG	Rock Slide			
LV13	Headbutt	TM	Aerial Ace	EGG	Haze			
LV19	Agility	TM	Toxic	EGG	Signal Beam			
LV22	Wing Attack	TM	Sleep Talk	EGG	Slam			
LV28	Water Pulse	TM	Rest	EGG	Mud-Sport			
LV31	Take Down	TM	Secret Power	EGG	Hydro Pump			
LV37	Confuse Ray	TM	Blizzard	EGG	Splash			
LV40	Bounce	TM	Protect	EGG	Water Sport			
LV46	Aqua Ring	TM	Substitute	EGG	Mirror Coat			
LV49	Hydro Pump	TM	Water Pulse					
TM	Swagger	TM	Hidden Power					
TM	Return	TM	Attract					
TM	Facade	TM	Frustration					
TM	Endure	TM	Captivate					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	15	10	20	8	0
10	48	24	19	27	35	1702
20	68	28	29	33	47	38328
30	88	33	39	36	57	119884
40	108	38	49	40	67	295473
50	128	43	59	43	77	574296
60	148	49	63	47	87	961398
70	158	59	73	57	97	1353402
80	168	69	83	67	107	1746189
90	178	79	93	77	117	2139758
100	188	89	103	87	127	2534155

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mantyke Beam	TYPE	Water Dust
	Mantyke Card		Aqua Gem
EVOLUTION	Waft Rock		Aqua Globe
	Ocean Bow		Sky Silk
	Heal Dew		Sky Dust
	Mantine Foam		Sky Gem
	Mantine Card		Sky Globe
	Sunset Rock		
	Horizon Bow		
	Blue Silk		

No.179 Wool ♂♀



Mareep



TYPE: ELECTRIC

ABILITY: Static

FAVORITE GUMMI: Yellow Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 23

BASE EXP.: 76

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Amp Plains 1–7F
- ♥ Shimmer Hill 1–17F
- ● Destiny Tower 34–37F
- ● Elec/Steel Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION

Mareep → Lv15 → Flaaffy (p. 554) → Lv30 → Ampharos (p. 554)

MOVE LIST

LV1	Tackle	TM	Natural Gift	TM	Frustration			
LV5	Growl	TM	Thunderbolt	TM	Captivate			
LV10	ThunderShock	TM	Vacuum-Cut	EGG	Screech			
LV14	Thunder Wave	TM	Wide Slash	EGG	Flatter			
LV19	Cotton Spore	TM	Charge Beam	EGG	Odor Sleuth			
LV23	Charge	TM	Shock Wave	EGG	Charge			
LV28	Discharge	TM	Thunder Wave	EGG	Safeguard			
LV32	Signal Beam	TM	Toxic	EGG	Sand-Attack			
LV37	Light Screen	TM	Sleep Talk	EGG	Take Down			
LV41	Power Gem	TM	Rest	EGG	Body Slam			
LV46	Thunder	TM	Light Screen	EGG	Reflect			
TM	Iron Tail	TM	Secret Power					
TM	Swagger	TM	Flash					
TM	Return	TM	Protect					
TM	Thunder	TM	Substitute					
TM	Facade	TM	Hidden Power					
TM	Endure	TM	Attract					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	14	5	15	5	0
10	42	23	11	24	11	1631
20	60	37	24	35	24	36716
30	84	50	40	46	41	114843
40	106	60	50	56	51	283049
50	120	66	55	64	56	550147
60	130	74	61	71	61	920973
70	140	84	71	81	71	1296494
80	150	94	81	91	81	1672764
90	160	104	91	101	91	2049784
100	170	114	101	111	101	2427597

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wool Bow	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Fluffy Scarf		
	Sacred Scarf		
TYPE	Yellow Silk		
	Thunder Dust		

No.183 Aqua Mouse ♂♀



Marill



TYPE: WATER

ABILITY: Thick Fat, Huge Power

FAVORITE GUMMI: Blue Gummi

TERRAIN: Water

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 28

BASE EXP.: 87

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B11–B14F
- ■ Limestone Cavern B1–B5F

EVOLUTION

Azurill (p. 517) → IQ of at least ★2–2.5 → Marill → Lv18 → Azumarill (p. 517)

MOVE LIST

LV1	Tackle	TM	Focus Punch	TM	Frustration			
LV2	Defense Curl	TM	Grass Knot	TM	Captivate			
LV7	Tail Whip	TM	Endure	TM	Ice Beam			
LV10	Water Gun	TM	Natural Gift	HM	Rock Smash			
LV15	Rollout	TM	Vacuum-Cut	HM	Strength			
LV18	BubbleBeam	TM	Wide Slash	HM	Waterfall			
LV23	Aqua Ring	TM	Toxic	HM	Surf			
LV27	Double-Edge	TM	Fling					
LV32	Rain Dance	TM	Sleep Talk					
LV37	Aqua Tail	TM	Rest					
LV42	Hydro Pump	TM	Secret Power					
TM	Iron Tail	TM	Blizzard					
TM	Dig	TM	Protect					
TM	Swagger	TM	Substitute					
TM	Return	TM	Water Pulse					
TM	Facade	TM	Hidden Power					
TM	Brick Break	TM	Attract					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	5	6	4	5	0
10	31	12	11	11	10	1196
20	41	22	16	21	15	26936
30	51	32	20	31	19	84253
40	61	41	26	41	26	207655
50	66	46	31	46	31	403608
60	71	52	37	51	36	675659
70	81	62	47	61	46	951155
80	91	72	57	71	56	1227201
90	101	82	67	81	66	1503796
100	111	92	77	91	76	1780974

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Marill Dew		Stream Charm
	Marill Card		Dotted Scarf
EVOLUTION	Surfer Rock		Blue Silk
	Brine Scarf	TYPE	Water Dust
	Azuri-Dew		Aqua Gem
	Azuri-Card		Aqua Globe
	Fount Charm		
	Water Float		
	Azuma-Dew		
	Azuma-Card		

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No.105 Bone Keeper ♂♀

Marowak



TYPE GROUND

ABILITY Rock Head / LightningRod

FAVORITE GUMMI Brown Gummi

LOCATION
- ♥ Sky Peak 8th Station
- Pass 1F–Sky Peak
- Summit Pass 5F
- ♥ Mt. Travail 1–19F
- ● Destiny Tower 7–9F

EVOLUTION



Cubone (p. 539) → Lv28 → Marowak

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	126

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Iron Tail	TM	Stone Edge	TM	Frustration
LV1	Headbutt	TM	Dig	TM	Fire Blast	TM	Captivate
LV1	Growl	TM	Swagger	TM	Aerial Ace	TM	Ice Beam
LV1	Bone Club	TM	Rock Slide	TM	Swords Dance	HM	Rock Smash
LV3	Tail Whip	TM	Return	TM	Toxic	HM	Strength
LV7	Bone Club	TM	Flamethrower	TM	Thief	HM	Rock Climb
LV11	Headbutt	TM	Facade	TM	Fling		
LV13	Leer	TM	Brick Break	TM	Sleep Talk		
LV17	Focus Energy	TM	Focus Blast	TM	Rest		
LV21	Bonemerang	TM	Focus Punch	TM	Hyper Beam		
LV23	Rage	TM	Giga Impact	TM	Secret Power		
LV27	False Swipe	TM	Endure	TM	Blizzard		
LV33	Thrash	TM	Earthquake	TM	Protect		
LV37	Fling	TM	Natural Gift	TM	Substitute		
LV43	Bone Rush	TM	Vacuum-Cut	TM	False Swipe		
LV49	Endeavor	TM	Wide Slash	TM	Hidden Power		
LV53	Double-Edge	TM	Stealth Rock	TM	Attract		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	12	12	12	12	0
10	49	19	17	19	17	1551
20	59	29	22	29	22	34912
30	79	46	39	46	39	109200
40	94	56	49	56	49	269140
50	104	61	54	61	54	523114
60	114	67	60	66	59	875718
70	124	77	70	76	69	1232787
80	134	87	80	86	79	1590569
90	144	97	90	96	89	1949063
100	154	107	100	106	99	2308311

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Marowak Torc	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Cubone Scarf		
TYPE	Brown Silk		
	Ground Dust		



No.259 Mud Fish ♂♀

Marshtomp

FOOTPRINT



TYPE WATER / GROUND

ABILITY Torrent

FAVORITE GUMMI Blue Gummi / Brown Gummi

LOCATION
- ♥ Lake Afar B10–B19F
- ● Zero Isle West B6–B10F

EVOLUTION



Mudkip (p. 605) → Lv16 → Marshtomp → Lv36 → Swampert (p. 655)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	87

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Swagger	TM	Protect		
LV1	Mud-Slap	TM	Rock Slide	TM	Substitute		
LV1	Growl	TM	Return	TM	Water Pulse		
LV1	Water Gun	TM	Facade	TM	Hidden Power		
LV6	Mud-Slap	TM	Brick Break	TM	Attract		
LV10	Water Gun	TM	Endure	TM	Frustration		
LV15	Bide	TM	Earthquake	TM	Captivate		
LV16	Mud Shot	TM	Natural Gift	TM	Ice Beam		
LV20	Foresight	TM	Vacuum-Cut	HM	Rock Smash		
LV25	Mud Bomb	TM	Wide Slash	HM	Strength		
LV31	Take Down	TM	Stealth Rock	HM	Waterfall		
LV37	Muddy Water	TM	Toxic	HM	Surf		
LV42	Protect	TM	Fling				
LV46	Earthquake	TM	Sleep Talk				
LV53	Endeavor	TM	Rest				
TM	Iron Tail	TM	Secret Power				
TM	Dig	TM	Blizzard				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	4	3	4	3	0
10	53	18	17	18	17	1714
20	78	33	33	33	33	38594
30	100	48	48	48	48	120717
40	120	61	58	61	58	297525
50	131	71	63	71	63	578284
60	136	81	68	82	68	968074
70	146	91	78	92	78	1362801
80	156	101	88	102	88	1758316
90	166	111	98	112	98	2154617
100	176	121	108	122	108	2551753

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Marsh-Mud	TYPE	Swamp-Seal
	Marsh-Card		Swamp Bangle
	Marsh-Crest		Blue Silk
	Marsh Torc		Water Dust
EVOLUTION	Mudkip Mud		Aqua Gem
	Mudkip Card		Aqua Globe
	Mud Jewel		Brown Silk
	Speed Scarf		Ground Dust
	Swamp-Mud		Earth Gem
	Swamp-Card		Terra Globe



No.284 Eyeball ♂♀

Masquerain



TYPE BUG / FLYING

ABILITY Intimidate

FAVORITE GUMMI Green Gummi / Sky Gummi

LOCATION
- ♥ Serenity River B6–B7F
- ● Zero Isle North B64–B74F
- ● Zero Isle South B70–B75F
- ● Zero Isle Center B19–B20F
- ● Destiny Tower 70–75F
- ■ Limestone Cavern B1–B5F

EVOLUTION



Surskit (p. 654) → Lv22 → Masquerain

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	66

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sweet Scent	TM	Return	TM	Rest		
LV1	Bubble	TM	Facade	TM	Hyper Beam		
LV1	Quick Attack	TM	Giga Impact	TM	Roost		
LV1	Water Sport	TM	Giga Drain	TM	Secret Power		
LV3	Ominous Wind	TM	Silver Wind	TM	Blizzard		
LV7	Quick Attack	TM	Endure	TM	Flash		
LV13	Sweet Scent	TM	Psych Up	TM	Protect		
LV19	Water Sport	TM	Natural Gift	TM	Substitute		
LV22	Gust	TM	Shadow Ball	TM	Water Pulse		
LV26	Scary Face	TM	Vacuum-Cut	TM	Hidden Power		
LV33	Stun Spore	TM	Wide Slash	TM	Attract		
LV40	Silver Wind	TM	SolarBeam	TM	Frustration		
LV47	Air Slash	TM	Aerial Ace	TM	Captivate		
LV54	Whirlwind	TM	Toxic	TM	Ice Beam		
LV61	Bug Buzz	TM	Thief	HM	Defog		
TM	Swagger	TM	U-turn				
TM	Energy Ball	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	13	9	13	9	0
10	36	20	12	20	13	1575
20	65	37	32	40	33	35457
30	95	47	39	51	40	110905
40	112	56	45	61	47	273342
50	117	61	50	66	52	531282
60	122	67	56	71	57	889391
70	132	77	66	81	67	1252034
80	142	87	76	91	77	1615402
90	152	97	86	101	87	1979493
100	162	107	96	111	97	2344350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Blocking Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Bliss Scarf		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		

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No.303 Deceiver ♂♀



Mawile



♥ 4

TYPE STEEL

ABILITY Hyper Cutter / Intimidate

FAVORITE GUMMI Silver Gummi

LOCATION
- ♥ Quicksand Cave B8F–Pit B5F
- ● Zero Isle North B31–B40F
- ● Desting Tower 50–54F
- ● Elec/Steel Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Southern Jungle 1–6F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	87

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Astonish	TM	Rock Slide	TM	Fire Blast	TM	Flash Cannon
LV6	Fake Tears	TM	Return	TM	Charge Beam	TM	Ice Beam
LV11	Bite	TM	Flamethrower	TM	Taunt	HM	Rock Smash
LV16	Sweet Scent	TM	Facade	TM	Swords Dance	HM	Strength
LV21	ViceGrip	TM	Brick Break	TM	Toxic	EGG	Punishment
LV26	Faint Attack	TM	Focus Blast	TM	Fling	EGG	Thunder Fang
LV31	Baton Pass	TM	Focus Punch	TM	Sleep Talk	EGG	Tickle
LV36	Crunch	TM	Giga Impact	TM	Rest	EGG	AncientPower
LV41	Iron Defense	TM	Grass Knot	TM	Hyper Beam	EGG	Ice Fang
LV46	Sucker Punch	TM	Endure	TM	Secret Power	EGG	Psych Up
LV51	Stockpile	TM	Embargo	TM	Sludge Bomb	EGG	Swords Dance
LV51	Swallow	TM	Natural Gift	TM	Protect	EGG	Poison Fang
LV51	Spit Up	TM	Payback	TM	Substitute	EGG	Sucker Punch
LV56	Iron Head	TM	Shadow Ball	TM	Hidden Power	EGG	Fire Fang
TM	Dark Pulse	TM	Vacuum-Cut	TM	Attract	EGG	False Swipe
TM	Torment	TM	Wide Slash	TM	Frustration		
TM	Swagger	TM	SolarBeam	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	20	11	18	11	0
10	57	27	16	25	16	1577
20	70	36	22	35	22	35515
30	93	50	38	50	38	111086
40	111	59	47	60	48	273789
50	116	64	53	65	54	532150
60	121	70	63	70	63	890844
70	131	80	73	80	73	1254080
80	141	90	83	90	83	1618042
90	151	100	93	100	93	1982727
100	161	110	103	110	103	2348181

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Deceit Mask	TYPE	Metal Gem
			Steel Globe
EVOLUTION			
TYPE	Iron Silk		
	Steel Dust		

See p.682 for its stats as an ally

No.308 Meditate ♂♀



Medicham



♥ 0

TYPE FIGHTING / PSYCHIC

ABILITY Pure Power

FAVORITE GUMMI Orange Gummi / Gold Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Lost Wilderness B1–B17F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B30–B35F
- ● Zero Isle West B18–B22F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	91

HOW TO RECRUIT: DEFEAT, EVOLUTION, EGG

MOVE LIST

LV1	Bide	LV55	Recover	TM	Vacuum-Cut	TM	Attract
LV1	ThunderPunch	*1	Force Palm	TM	Wide Slash	TM	Frustration
LV1	Confusion	TM	Swagger	TM	Poison Jab	TM	Captivate
LV1	Fire Punch	TM	Rock Slide	TM	Toxic	TM	Dream Eater
LV3	Ice Punch	TM	Energy Ball	TM	Drain Punch	TM	Recycle
LV4	Meditate	TM	Return	TM	Fling	TM	Reflect
LV8	Confusion	TM	Facade	TM	Sleep Talk	HM	Rock Smash
LV11	Detect	TM	Brick Break	TM	Rest	HM	Strength
LV15	Hidden Power	TM	Focus Blast	TM	Hyper Beam		
LV18	Mind Reader	TM	Focus Punch	TM	Light Screen		
LV22	Feint	TM	Giga Impact	TM	Secret Power		
LV25	Calm Mind	TM	Grass Knot	TM	Bulk Up		
LV29	Force Palm	TM	Endure	TM	Flash		
LV32	Hi Jump Kick	TM	Psychic	TM	Protect		
LV36	Psych Up	TM	Psych Up	TM	Substitute		
LV42	Power Trick	TM	Natural Gift	TM	Calm Mind		
LV49	Reversal	TM	Shadow Ball	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	8	13	8	0
10	51	25	21	28	21	1531
20	71	35	33	38	35	34473
30	91	45	40	48	40	107827
40	106	54	46	58	47	265756
50	113	59	51	63	52	516537
60	118	65	57	68	57	864706
70	128	75	67	78	67	1217285
80	138	85	77	88	77	1570568
90	148	95	87	98	87	1924554
100	158	105	97	108	97	2279285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ponder Sash	TYPE	Fight Gem
			Power Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Intuit Bow		Psyche Gem
			Psyche Globe
TYPE	Orange Silk		
	Courage Dust		

See p.682 for its stats as an ally. *1 During Special Episode 4

No.307 Meditate ♂♀



Meditite



♥ 3

TYPE FIGHTING / PSYCHIC

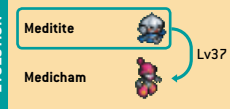
ABILITY Pure Power

FAVORITE GUMMI Orange Gummi / Gold Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Lost Wilderness B1–B17F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B30–B35F
- ● Zero Isle West B18–B22F
- ● Zero Isle South B13–B14F
- ● Fight/Psych Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Spring Cave B1–B2F

etc.

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	49

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Bide	TM	Facade	TM	Rest	EGG	Guard Swap
LV4	Meditate	TM	Brick Break	TM	Light Screen	EGG	ThunderPunch
LV8	Confusion	TM	Focus Blast	TM	Secret Power	EGG	Psycho Cut
LV11	Detect	TM	Focus Punch	TM	Bulk Up	EGG	Fake Out
LV15	Hidden Power	TM	Grass Knot	TM	Flash	EGG	DynamicPunch
LV18	Mind Reader	TM	Endure	TM	Protect	EGG	Baton Pass
LV22	Feint	TM	Psychic	TM	Substitute	EGG	Bullet Punch
LV25	Calm Mind	TM	Psych Up	TM	Calm Mind	EGG	Power Swap
LV29	Force Palm	TM	Natural Gift	TM	Hidden Power	EGG	Fire Punch
LV32	Hi Jump Kick	TM	Shadow Ball	TM	Attract	EGG	Foresight
LV36	Psych Up	TM	Vacuum-Cut	TM	Frustration	EGG	Ice Punch
LV39	Power Trick	TM	Wide Slash	TM	Captivate		
LV43	Reversal	TM	Poison Jab	TM	Dream Eater		
LV46	Recover	TM	Toxic	TM	Recycle		
TM	Swagger	TM	Drain Punch	TM	Reflect		
TM	Rock Slide	TM	Fling	HM	Rock Smash		
TM	Return	TM	Sleep Talk	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	8	13	8	0
10	51	25	21	28	21	1531
20	71	35	33	38	35	34473
30	91	45	40	48	40	107827
40	106	54	46	58	47	265756
50	113	59	51	63	52	516537
60	118	65	57	68	57	864706
70	128	75	67	78	67	1217285
80	138	85	77	88	77	1570568
90	148	95	87	98	87	1924554
100	158	105	97	108	97	2279285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Intuit Bow	TYPE	Fight Gem
			Power Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Ponder Sash		Psyche Gem
			Psyche Globe
TYPE	Orange Silk		
	Courage Dust		

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No.154 Herb ♂♀

FOOTPRINT 



Meganium

TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

LOCATION
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B41–B49F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B26–B32F
- ● Zero Isle Center B23–B25F
- ● Destiny Tower 26–32F

EVOLUTION

Chikorita (p. 531) → Lv16 → Bayleef (p. 519) → Lv32 → Meganium

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	LV72	Frenzy Plant	TM	Swords Dance	HM	Strength
LV1	PoisonPowder	TM	Iron Tail	TM	Toxic	HM	Rock Climb
LV1	Growl	TM	Swagger	TM	Sleep Talk		
LV1	Razor Leaf	TM	Energy Ball	TM	Rest		
LV6	Razor Leaf	TM	Return	TM	Hyper Beam		
LV9	PoisonPowder	TM	Facade	TM	Light Screen		
LV12	Synthesis	TM	Giga Impact	TM	Secret Power		
LV18	Reflect	TM	Giga Drain	TM	Flash		
LV22	Magical Leaf	TM	Grass Knot	TM	Protect		
LV26	Natural Gift	TM	Endure	TM	Substitute		
LV32	Petal Dance	TM	Earthquake	TM	Hidden Power		
LV34	Sweet Scent	TM	Natural Gift	TM	Attract		
LV40	Light Screen	TM	Vacuum-Cut	TM	Frustration		
LV46	Body Slam	TM	Safeguard	TM	Captivate		
LV54	Safeguard	TM	Wide Slash	TM	Reflect		
LV60	Aromatherapy	TM	SolarBeam	HM	Cut		
LV66	SolarBeam	TM	Bullet Seed	HM	Rock Smash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	4	3	4	3	0
10	47	18	19	18	19	1831
20	77	31	37	32	37	41216
30	102	47	47	48	47	128916
40	122	64	57	63	56	317732
50	138	84	66	78	57	617560
60	148	103	67	93	67	1033824
70	158	113	77	103	77	1455360
80	168	123	87	113	87	1877738
90	178	133	97	123	97	2300955
100	188	143	107	133	107	2725064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Megani-Claw		Bayleef Seal
	Megani-Card		Spice Bow
EVOLUTION	Shiny Charm	TYPE	Grass Silk
	Bright Veil		Grass Dust
	Chiko-Claw		Grass Gem
	Chiko-Card		Soothe Globe
	Dawn Jewel		
	Fresh Bow		
	Bayleef Claw		
	Bayleef Card		

IQ must be at least ★3–3.5 to know or learn Frenzy Plant



PARTNER

No.52 Scratch Cat ♂♀

FOOTPRINT 



Meowth

TYPE NORMAL

ABILITY Pickup
Technician

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B1–B11F
- ♥ Happy Outlook B5–B15F

EVOLUTION

Meowth → Lv28 → Persian (p. 614)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	20

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Dig	TM	Shock Wave	EGG	Charm
LV1	Scratch	TM	Torment	TM	Toxic	EGG	Spite
LV6	Bite	TM	Swagger	TM	Thief	EGG	Punishment
LV9	Fake Out	TM	Return	TM	U-turn	EGG	Odor Sleuth
LV14	Fury Swipes	TM	Thunder	TM	Sleep Talk	EGG	Hypnosis
LV17	Screech	TM	Facade	TM	Rest	EGG	Psych Up
LV22	Faint Attack	TM	Endure	TM	Secret Power	EGG	Flail
LV25	Taunt	TM	Psych Up	TM	Flash	EGG	Last Resort
LV30	Pay Day	TM	Natural Gift	TM	Protect	EGG	Amnesia
LV33	Slash	TM	Payback	TM	Substitute	EGG	Assist
LV38	Nasty Plot	TM	Shadow Claw	TM	Water Pulse	*1	Hypnosis
LV41	Assurance	TM	Shadow Ball	TM	Hidden Power		
LV46	Captivate	TM	Thunderbolt	TM	Attract		
LV49	Night Slash	TM	Vacuum-Cut	TM	Frustration		
LV54	Feint	TM	Wide Slash	TM	Captivate		
TM	Iron Tail	TM	Taunt	TM	Dream Eater		
TM	Dark Pulse	TM	Aerial Ace	HM	Cut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	2	4	4	4	0
10	55	20	22	22	22	1712
20	83	40	37	42	37	38552
30	103	51	49	53	49	120585
40	117	61	57	62	57	297199
50	127	69	58	70	66	577651
60	137	79	68	80	67	967015
70	147	89	78	90	77	1361310
80	157	99	88	100	87	1756392
90	167	109	98	110	97	2152260
100	177	119	108	120	107	2548961

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Meowth Claw	TYPE	White Gem
	Meowth Fang		Joy Globe
EVOLUTION	Coin Charm		
	Bling Ruff		
	Persian Claw		
	Persian Fang		
	Insight Rock		
	Noble Scarf		
TYPE	White Silk		
	Normal Dust		

*1 Knows this move if it's the hero or partner; cannot remember this move once it is forgotten



No.481 Emotion Unknown



Mesprit

TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION
- ● Underground Lake (Quicksand Pit B11F)
- * Does not appear when it is already a team member.

EVOLUTION

Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	124

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Rest	TM	Facade	TM	Toxic	TM	Dream Eater
LV1	Confusion	TM	Giga Impact	TM	Trick Room	TM	Recycle
LV6	Imprison	TM	Grass Knot	TM	U-turn	TM	Reflect
LV16	Protect	TM	Endure	TM	Fling	TM	Ice Beam
LV21	Swift	TM	Psychic	TM	Sleep Talk		
LV31	Lucky Chant	TM	Psych Up	TM	Rest		
LV36	Future Sight	TM	Natural Gift	TM	Hyper Beam		
LV46	Charm	TM	Shadow Ball	TM	Light Screen		
LV51	Extrasensory	TM	Thunderbolt	TM	Secret Power		
LV61	Copycat	TM	Vacuum-Cut	TM	Blizzard		
LV66	Natural Gift	TM	Safeguard	TM	Flash		
LV76	Healing Wish	TM	Wide Slash	TM	Protect		
TM	Iron Tail	TM	Skill Swap	TM	Substitute		
TM	Swagger	TM	Stealth Rock	TM	Water Pulse		
TM	Energy Ball	TM	Charge Beam	TM	Calm Mind		
TM	Return	TM	Shock Wave	TM	Hidden Power		
TM	Thunder	TM	Thunder Wave	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	13	13	13	9	0
10	49	28	28	27	23	1876
20	59	48	48	47	35	42236
30	70	58	58	57	45	132107
40	90	68	68	67	55	325599
50	110	81	81	80	65	632850
60	130	99	99	98	75	1059420
70	150	109	109	108	85	1491393
80	165	119	119	118	95	1924227
90	175	129	129	128	105	2357923
100	185	139	139	138	115	2792532

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Charity Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

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No.376 Iron Leg — Unknown



Metagross

TYPE		ABILITY	FAVORITE GUMMI
STEEL / PSYCHIC		Clear Body	Silver Gummi Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	59
BASE EXP.	108

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Temporal Spire 5–10F
- Zero Isle North B41–B49F
- Zero Isle South B89–B95F
- Destiny Tower 89–95F
- Icicle Forest 1–10F
- Icicle Mountain 1F–Peak 8F

EVOLUTION
- Beldum (p. 520)
- Lv20
- Metang
- Lv45
- Metagross

MOVE LIST

LV1	Magnet Rise	TM	Rock Slide	TM	Aerial Ace	HM	Rock Smash
LV1	Take Down	TM	Return	TM	Toxic	HM	Strength
LV1	Confusion	TM	Facade	TM	Sleep Talk		
LV1	Metal Claw	TM	Brick Break	TM	Rest		
LV20	Confusion	TM	Giga Impact	TM	Hyper Beam		
LV20	Metal Claw	TM	Grass Knot	TM	Light Screen		
LV24	Scary Face	TM	Endure	TM	Secret Power		
LV28	Pursuit	TM	Psychic	TM	Flash		
LV32	Bullet Punch	TM	Psych Up	TM	Sludge Bomb		
LV36	Psychic	TM	Earthquake	TM	Protect		
LV40	Iron Defense	TM	Natural Gift	TM	Substitute		
LV44	Agility	TM	Gyro Ball	TM	Hidden Power		
LV45	Hammer Arm	TM	Shadow Ball	TM	Frustration		
LV53	Comet Punch	TM	Vacuum-Cut	TM	Flash Cannon		
LV62	Zen Headbutt	TM	Wide Slash	TM	Reflect		
LV71	Hyper Beam	TM	Stealth Rock	TM	Rock Polish		
TM	Swagger	TM	Explosion	HM	Cut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	18	15	14	14	0
10	49	25	20	21	19	1707
20	59	35	26	31	25	38054
30	69	45	30	41	29	118965
40	93	55	43	51	42	293143
50	119	63	52	60	51	569714
60	138	69	58	65	56	953682
70	148	79	68	75	66	1342513
80	158	89	78	85	76	1732119
90	168	99	88	95	86	2122501
100	178	109	98	105	96	2513704

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Meta-Torc	Metal Gem
		Steel Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Beldum Torc	Psyche Gem
	Metang Scarf	Psyche Globe
TYPE	Iron Silk	
	Steel Dust	

No.375 Iron Claw — Unknown



Metang

TYPE		ABILITY	FAVORITE GUMMI
STEEL / PSYCHIC		Clear Body	Silver Gummi Gold Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	47
BASE EXP.	116

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Sealed Ruin B1F–Deep B6F
- Sky Stairway 1–49F
- Zero Isle South B62–B66F
- Destiny Tower 62–66F
- Deep Boulder Quarry B3–B5F
- Dark Ice Mountain 1F–Peak 4F

EVOLUTION
- Beldum (p. 520)
- Lv20
- Metang
- Lv45
- Metagross

MOVE LIST

LV1	Magnet Rise	TM	Return	TM	Sleep Talk		
LV1	Take Down	TM	Facade	TM	Rest		
LV1	Confusion	TM	Brick Break	TM	Hyper Beam		
LV1	Metal Claw	TM	Grass Knot	TM	Light Screen		
LV20	Confusion	TM	Endure	TM	Secret Power		
LV20	Metal Claw	TM	Psychic	TM	Flash		
LV24	Scary Face	TM	Psych Up	TM	Sludge Bomb		
LV28	Pursuit	TM	Earthquake	TM	Protect		
LV32	Bullet Punch	TM	Natural Gift	TM	Substitute		
LV36	Psychic	TM	Gyro Ball	TM	Hidden Power		
LV40	Iron Defense	TM	Shadow Ball	TM	Frustration		
LV44	Agility	TM	Vacuum-Cut	TM	Flash Cannon		
LV48	Comet Punch	TM	Wide Slash	TM	Reflect		
LV52	Zen Headbutt	TM	Stealth Rock	TM	Rock Polish		
LV56	Hyper Beam	TM	Explosion	HM	Cut		
TM	Swagger	TM	Aerial Ace	HM	Rock Smash		
TM	Rock Slide	TM	Toxic	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	18	15	14	14	0
10	51	25	20	21	19	1707
20	61	35	26	31	25	38054
30	71	45	30	41	29	118965
40	95	55	43	51	42	293143
50	121	63	52	60	51	569714
60	140	69	58	65	56	953682
70	150	79	68	75	66	1342513
80	160	89	78	85	76	1732119
90	170	99	88	95	86	2122501
100	180	109	98	105	96	2513704

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Metang Scarf	Metal Gem
		Steel Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Beldum Torc	Psyche Gem
	Meta-Torc	Psyche Globe
TYPE	Iron Silk	
	Steel Dust	

No.11 Cocoon — ♂♀



Metapod

TYPE	ABILITY	FAVORITE GUMMI
BUG	Shed Skin	Green Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	13

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Mystifying Forest 1–13F
- Sky Peak 1st Station Pass 1F–5th Station Pass 4F
- Happy Outlook B1–B15F
- Mystery Jungle 1–29F
- Zero Isle South B10F

EVOLUTION
- Caterpie (p. 528)
- Lv7
- Metapod
- Lv10
- Butterfree (p. 526)

MOVE LIST

LV1	Harden						
LV7	Harden						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	15	15	15	15	0
10	20	19	19	20	19	1286
20	40	34	28	34	29	28950
30	54	46	32	45	33	90551
40	64	55	38	55	40	223176
50	74	60	43	60	45	433775
60	79	66	49	65	50	726160
70	89	76	59	75	60	1022248
80	99	86	69	85	70	1318926
90	109	96	79	95	80	1616195
100	119	106	89	105	90	1914090

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Defense Bow	Guard Gem
		Defend Globe
EVOLUTION	Cater-Belt	
	Glittery Bow	
TYPE	Green Silk	
	Wonder Dust	

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No.151 New Species Unknown



Mew

TYPE	PSYCHIC

ABILITY	Synchronize

FAVORITE GUMMI	Gold Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Deep Mystery Jungle (30F)
- * Does not appear once recruited

EVOLUTION: Does not evolve

MOVE LIST

LV1	Pound	TM	Flamethrower	TM	Thunderbolt	TM	Trick Room	TM	Hidden Power
LV1	Transform	TM	Thunder	TM	Vacuum-Cut	TM	Drain Punch	TM	Attract
LV10	Mega Punch	TM	Facade	TM	Safeguard	TM	Thief	TM	Frustration
LV20	Metronome	TM	Brick Break	TM	Wide Slash	TM	U-turn	TM	Captivate
LV30	Psychic	TM	Focus Blast	TM	Skill Swap	TM	Fling	TM	Avalanche
LV40	Barrier	TM	Focus Punch	TM	Stealth Rock	TM	Sleep Talk	TM	Dream Eater
LV50	AncientPower	TM	Giga Impact	TM	Stone Edge	TM	Rest	TM	Flash Cannon
LV60	Amnesia	TM	Giga Drain	TM	SolarBeam	TM	Hyper Beam	TM	Recycle
LV70	Me First	TM	Silver Wind	TM	Explosion	TM	Steel Wing	TM	Reflect
LV80	Baton Pass	TM	Grass Knot	TM	Dive	TM	Roost	TM	Dragon Pulse
LV90	Nasty Plot	TM	Endure	TM	Fire Blast	TM	Light Screen	TM	Ice Beam
LV100	Aura Sphere	TM	Psychic	TM	Bullet Seed	TM	Secret Power	TM	Rock Polish
TM	Iron Tail	TM	Embargo	TM	Charge Beam	TM	Bulk Up	HM	Cut
TM	Dark Pulse	TM	Brine	TM	Taunt	TM	Blizzard	HM	Rock Smash
TM	Dig	TM	Psych Up	TM	Pluck	TM	Flash	HM	Strength
TM	Torment	TM	X-Scissor	TM	Aerial Ace	TM	Sludge Bomb	HM	Defog
TM	Swagger	TM	Earthquake	TM	Swords Dance	TM	Roar	HM	Fly
TM	Rock Slide	TM	Natural Gift	TM	Shock Wave	TM	Protect	HM	Waterfall
TM	Energy Ball	TM	Payback	TM	Thunder Wave	TM	Substitute	HM	Surf
TM	Overheat	TM	Gyro Ball	TM	Poison Jab	TM	Water Pulse	HM	Rock Climb
TM	Will-O-Wisp	TM	Shadow Claw	TM	Toxic	TM	False Swipe		
TM	Return	TM	Shadow Ball	TM	Dragon Claw	TM	Calm Mind		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	20	15	20	15	0
10	77	25	32	24	32	1990
20	107	30	42	29	42	43695
30	132	35	52	34	52	136487
40	142	42	62	42	62	336198
50	152	52	72	52	72	653290
60	162	71	82	72	82	1093499
70	172	81	92	92	92	1539283
80	182	91	102	112	102	1985956
90	192	101	112	132	112	2433518
100	202	111	122	151	122	2882022

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Life Ring	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

See p.682 for its stats when it appears as a dungeon boss



No.150 Genetic Unknown



Mewtwo

TYPE	PSYCHIC

ABILITY	Pressure

FAVORITE GUMMI	Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	350

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Sky Stairway 25–49F
- * Appears only when its Challenge Letter is accepted.

EVOLUTION: Does not evolve

MOVE LIST

LV1	Disable	TM	Energy Ball	TM	Wide Slash	TM	Blizzard
LV1	Confusion	TM	Will-O-Wisp	TM	Skill Swap	TM	Flash
LV8	Barrier	TM	Return	TM	Stone Edge	TM	Protect
LV15	Swift	TM	Flamethrower	TM	SolarBeam	TM	Substitute
LV22	Future Sight	TM	Thunder	TM	Fire Blast	TM	Water Pulse
LV29	Psych Up	TM	Facade	TM	Charge Beam	TM	Calm Mind
LV36	Miracle Eye	TM	Brick Break	TM	Taunt	TM	Hidden Power
LV43	Mist	TM	Focus Blast	TM	Aerial Ace	TM	Frustration
LV50	Psycho Cut	TM	Focus Punch	TM	Shock Wave	TM	Avalanche
LV57	Amnesia	TM	Giga Impact	TM	Thunder Wave	TM	Dream Eater
LV64	Guard Swap	TM	Grass Knot	TM	Poison Jab	TM	Recycle
LV64	Power Swap	TM	Endure	TM	Toxic	TM	Reflect
LV71	Psychic	TM	Psychic	TM	Trick Room	TM	Ice Beam
LV79	Me First	TM	Embargo	TM	Drain Punch	HM	Rock Smash
LV86	Recover	TM	Psych Up	TM	Fling	HM	Strength
LV93	Safeguard	TM	Earthquake	TM	Sleep Talk	HM	Rock Climb
LV100	Aura Sphere	TM	Natural Gift	TM	Rest		
TM	Iron Tail	TM	Shadow Ball	TM	Hyper Beam		
TM	Torment	TM	Thunderbolt	TM	Light Screen		
TM	Swagger	TM	Vacuum-Cut	TM	Secret Power		
TM	Rock Slide	TM	Safeguard	TM	Bulk Up		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	25	15	25	15	0
10	86	29	18	29	17	2456
20	110	34	21	34	20	48131
30	130	39	25	39	24	149360
40	150	50	36	50	35	366853
50	170	70	56	70	55	711989
60	189	89	75	97	74	1191005
70	199	99	85	126	84	1676082
80	209	109	95	137	94	2162126
90	219	119	105	147	104	2649137
100	229	129	115	157	114	3137172

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Havoc Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		



No.262 Bite ♂♀



Mightyena

TYPE	DARK

ABILITY	Intimidate Quick Feet

FAVORITE GUMMI	Black Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	97

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Surrounded Sea B16–B29F
- ♥ World Abyss B16–B29F
- ● Zero Isle South B56–B60F
- ● Destiny Tower 56–60F

EVOLUTION: Poochyena (p. 620) → Mightyena, Lv18

MOVE LIST

LV1	Bite	TM	Iron Tail	TM	Thief		
LV1	Sand-Attack	TM	Dark Pulse	TM	Sleep Talk		
LV1	Tackle	TM	Dig	TM	Rest		
LV1	Howl	TM	Torment	TM	Hyper Beam		
LV5	Howl	TM	Swagger	TM	Secret Power		
LV9	Sand-Attack	TM	Return	TM	Roar		
LV13	Bite	TM	Facade	TM	Protect		
LV17	Odor Sleuth	TM	Giga Impact	TM	Substitute		
LV22	Roar	TM	Endure	TM	Hidden Power		
LV27	Swagger	TM	Embargo	TM	Attract		
LV32	Assurance	TM	Natural Gift	TM	Frustration		
LV37	Scary Face	TM	Payback	TM	Captivate		
LV42	Taunt	TM	Shadow Ball	HM	Rock Smash		
LV47	Embargo	TM	Vacuum-Cut	HM	Strength		
LV52	Take Down	TM	Wide Slash				
LV57	Thief	TM	Taunt				
LV62	Sucker Punch	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	14	3	19	2	0
10	38	22	15	30	17	1576
20	58	32	25	40	27	35473
30	73	43	35	50	32	110954
40	93	55	42	60	40	273463
50	108	64	51	69	49	531517
60	118	74	61	78	58	889785
70	128	84	71	88	68	1252589
80	138	94	81	98	78	1616118
90	148	104	91	108	88	1980370
100	158	114	101	118	98	2345389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dark Fang	TYPE	Dark Gem
			Dusk Globe
EVOLUTION	Pooch-Collar		
TYPE	Black Silk		
	Dark Dust		

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No.350 Tender ♂♀



Milotic

♥ 0

TYPE WATER

ABILITY Marvel Scale

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B21–B24F

EVOLUTION
- Feebas (p. 553)
- Milotic — Beauty Scarf

TERRAIN	Water
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	119
BASE EXP.	188

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Wrap	TM	Facade	TM	Hidden Power		
LV1	Water Gun	TM	Giga Impact	TM	Attract		
LV5	Water Sport	TM	Endure	TM	Frustration		
LV9	Refresh	TM	Psych Up	TM	Captivate		
LV13	Water Pulse	TM	Natural Gift	TM	Avalanche		
LV17	Twister	TM	Vacuum-Cut	TM	Dragon Pulse		
LV21	Recover	TM	Safeguard	TM	Ice Beam		
LV25	Captivate	TM	Wide Slash	HM	Waterfall		
LV29	Aqua Tail	TM	Toxic	HM	Surf		
LV33	Rain Dance	TM	Sleep Talk				
LV37	Hydro Pump	TM	Rest				
LV41	Attract	TM	Hyper Beam				
LV45	Safeguard	TM	Secret Power				
LV49	Aqua Ring	TM	Blizzard				
TM	Iron Tail	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Return	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	10	10	0
10	48	19	19	19	19	1748
20	68	29	29	29	29	39359
30	88	39	39	39	39	123110
40	108	49	49	49	49	303423
50	128	59	59	59	59	589747
60	148	69	69	69	69	987265
70	158	79	79	79	79	1389816
80	168	89	89	89	89	1793171
90	178	99	99	99	99	2197329
100	188	109	109	109	109	2602337

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Grace Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Admire Scarf		
TYPE	Blue Silk		
	Water Dust		



No.241 Milk Cow ♀ Only



Miltank

♥ 5

TYPE NORMAL

ABILITY Thick Fat, Scrappy

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B1–B17F
- ♥ Marine Resort 1–18F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle North B50–B74F
- ● Zero Isle West B16–B20F
- ● Destiny Tower 86–90F

EVOLUTION
- Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	99

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Thunder	TM	Shock Wave	HM	Rock Smash
LV3	Growl	TM	Facade	TM	Thunder Wave	HM	Strength
LV5	Defense Curl	TM	Brick Break	TM	Toxic	HM	Surf
LV8	Stomp	TM	Focus Blast	TM	Fling	EGG	Hammer Arm
LV11	Milk Drink	TM	Focus Punch	TM	Sleep Talk	EGG	Punishment
LV15	Bide	TM	Giga Impact	TM	Rest	EGG	Reversal
LV19	Rollout	TM	Endure	TM	Hyper Beam	EGG	Endure
LV24	Body Slam	TM	Psych Up	TM	Secret Power	EGG	Psych Up
LV29	Zen Headbutt	TM	Earthquake	TM	Blizzard	EGG	Double-Edge
LV35	Captivate	TM	Natural Gift	TM	Protect	EGG	Seismic Toss
LV41	Gyro Ball	TM	Gyro Ball	TM	Substitute	EGG	Helping Hand
LV48	Heal Bell	TM	Shadow Ball	TM	Water Pulse	EGG	Sleep Talk
LV55	Wake-Up Slap	TM	Thunderbolt	TM	Hidden Power	EGG	Curse
TM	Iron Tail	TM	Vacuum-Cut	TM	Attract	EGG	Dizzy Punch
TM	Swagger	TM	Wide Slash	TM	Frustration	EGG	Present
TM	Rock Slide	TM	Stealth Rock	TM	Captivate		
TM	Return	TM	SolarBeam	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	11	13	12	12	0
10	52	20	26	25	27	1768
20	81	30	43	36	43	39800
30	101	40	54	46	54	124489
40	120	50	64	56	64	306822
50	130	59	76	66	74	596355
60	140	70	90	75	84	998326
70	150	80	100	85	94	1405387
80	160	90	110	95	104	1813261
90	170	100	120	105	114	2221947
100	180	110	130	115	124	2631493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Milky Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.439 Mime ♂♀



Mime Jr.

♥ 5

TYPE PSYCHIC

ABILITY Soundproof, Filter

FAVORITE GUMMI Gold Gummi

LOCATION
- ● The Nightmare B1–B11F
- ♥ Happy Outlook B4–B12F
- ● Zero Isle North B26–B30F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B26–B30F
- ● Zero Isle Center B43–B45F
- ● Destiny Tower 26–30F

EVOLUTION
- Mime Jr.
- Mr. Mime (p. 605) — LM: Mimic

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	78

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tickle	TM	Thunder	TM	Trick Room	EGG	Healing Wish
LV1	Confusion	TM	Facade	TM	Drain Punch	EGG	Hypnosis
LV1	Barrier	TM	Brick Break	TM	Thief	EGG	Psych Up
LV4	Copycat	TM	Focus Punch	TM	Fling	EGG	Trick
LV8	Meditate	TM	Grass Knot	TM	Sleep Talk	EGG	Fake Out
LV11	Encore	TM	Endure	TM	Rest	EGG	Teeter Dance
LV15	DoubleSlap	TM	Psychic	TM	Light Screen	EGG	Future Sight
LV18	Mimic	TM	Psych Up	TM	Secret Power	EGG	Wake-Up Slap
LV22	Light Screen	TM	Natural Gift	TM	Flash	EGG	Mimic
LV22	Reflect	TM	Shadow Ball	TM	Protect		
LV25	Psybeam	TM	Thunderbolt	TM	Substitute		
LV29	Substitute	TM	Vacuum-Cut	TM	Calm Mind		
LV32	Recycle	TM	Safeguard	TM	Hidden Power		
LV36	Trick	TM	Wide Slash	TM	Attract		
LV39	Psychic	TM	Skill Swap	TM	Frustration		
LV43	Role Play	TM	SolarBeam	TM	Captivate		
LV46	Baton Pass	TM	Charge Beam	TM	Dream Eater		
LV50	Safeguard	TM	Taunt	TM	Recycle		
TM	Torment	TM	Shock Wave	TM	Reflect		
TM	Swagger	TM	Thunder Wave	EGG	Charm		
TM	Return	TM	Toxic	EGG	Confuse Ray		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	15	10	15	10	0
10	47	24	20	22	17	1569
20	51	29	24	29	26	35325
30	81	39	34	39	36	110490
40	99	49	44	49	46	272320
50	109	59	54	59	56	529295
60	119	69	64	69	66	886065
70	129	79	74	79	76	1247353
80	139	89	84	89	86	1609362
90	149	99	94	99	96	1972091
100	159	109	104	109	106	2335584

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Junior Beam	TYPE	Psyche Dust
	Junior Card		Psyche Gem
	Mimic Pebble		Psyche Globe
	Copy Mask		
	Purple Jewel		
EVOLUTION	Mime Key		
	Mime Card		
	Bulwark Rock		
	Barrier Bow		
	Gold Silk		

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No.312 Cheering ♂♀

5

Minun



TYPE	ELECTRIC
ABILITY	Minus
FAVORITE GUMMI	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	83

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Amp Plains 1–5F
- ● Southeastern Islands B1–B24F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B16–B21F
- ● Zero Isle West B11–B15F
- ● Zero Isle South B17–B20F
- ● Destiny Tower 17–20F

EVOLUTION: Does not evolve

MOVE LIST

LV1	Growl	TM	Swagger	TM	Light Screen		
LV3	Thunder Wave	TM	Return	TM	Secret Power		
LV7	Quick Attack	TM	Thunder	TM	Flash		
LV10	Helping Hand	TM	Facade	TM	Protect		
LV15	Spark	TM	Grass Knot	TM	Substitute		
LV17	Encore	TM	Endure	TM	Hidden Power		
LV21	Charm	TM	Natural Gift	TM	Attract		
LV24	Copycat	TM	Thunderbolt	TM	Frustration		
LV29	Swift	TM	Vacuum-Cut	TM	Captivate		
LV31	Fake Tears	TM	Wide Slash	EGG	Sing		
LV35	Charge	TM	Charge Beam	EGG	Sweet Kiss		
LV38	Thunder	TM	Shock Wave	EGG	Wish		
LV42	Baton Pass	TM	Thunder Wave	EGG	Substitute		
LV44	Agility	TM	Toxic				
LV48	Trump Card	TM	Fling				
LV51	Nasty Plot	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	24	14	23	14	0
10	39	31	19	30	19	1373
20	49	41	24	40	24	30920
30	71	61	44	60	44	96713
40	89	72	53	72	54	238363
50	94	77	58	77	59	463295
60	99	82	63	82	64	775578
70	104	87	68	87	69	1091815
80	109	93	74	92	74	1408683
90	119	103	84	102	84	1726182
100	129	113	94	112	94	2044350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Minun Tail	TYPE	Thunder Gem
	Minun Card		Volt Globe
	Volt Heart		
	Spark Tie		
EVOLUTION			
TYPE	Yellow Silk		
	Thunder Dust		



No.200 Screech ♂♀

2

Misdreavus



TYPE	GHOST
ABILITY	Levitate
FAVORITE GUMMI	Purple Gummi

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Dark Hill 1–8F
- ♥ Sky Stairway 1–49F
- ● Inferno Cave B1–B29F
- ● Zero Isle East B31–B39F
- ● Zero Isle West B31–B39F
- ● Destiny Tower 31–36F
- ● Ghost Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Dark Wasteland 1–4F

etc.

EVOLUTION: Misdreavus + Dusk Stone → Mismagius

MOVE LIST

LV1	Psywave	TM	Return	TM	Shock Wave	EGG	Ominous Wind
LV1	Growl	TM	Thunder	TM	Thunder Wave	EGG	Screech
LV5	Spite	TM	Facade	TM	Toxic	EGG	Spite
LV10	Astonish	TM	Endure	TM	Trick Room	EGG	Memento
LV14	Confuse Ray	TM	Psychic	TM	Thief	EGG	Shadow Sneak
LV19	Mean Look	TM	Embargo	TM	Sleep Talk	EGG	Psych Up
LV23	Psybeam	TM	Psych Up	TM	Rest	EGG	Curse
LV28	Pain Split	TM	Natural Gift	TM	Secret Power	EGG	Sucker Punch
LV32	Payback	TM	Payback	TM	Flash	EGG	Imprison
LV37	Shadow Ball	TM	Shadow Ball	TM	Protect	EGG	Destiny Bond
LV41	Perish Song	TM	Thunderbolt	TM	Substitute		
LV46	Grudge	TM	Vacuum-Cut	TM	Calm Mind		
LV50	Power Gem	TM	Wide Slash	TM	Hidden Power		
TM	Dark Pulse	TM	Skill Swap	TM	Attract		
TM	Torment	TM	Charge Beam	TM	Frustration		
TM	Swagger	TM	Taunt	TM	Captivate		
TM	Will-O-Wisp	TM	Aerial Ace	TM	Dream Eater		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	17	14	18	15	0
10	59	24	19	25	19	1815
20	69	34	24	35	25	40138
30	79	40	29	40	29	125422
40	94	55	43	55	44	308992
50	114	75	63	75	64	600465
60	133	94	82	94	83	1005115
70	143	104	92	104	93	1414888
80	153	114	102	114	103	1825479
90	163	124	112	124	113	2236888
100	173	134	122	134	123	2649162

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Misdrea-Cape	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Magic Hat		
TYPE	Purple Silk		
	Shady Dust		



No.429 Magical ♂♀

5

Mismagius



TYPE	GHOST
ABILITY	Levitate
FAVORITE GUMMI	Purple Gummi

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Dusk Forest 1–8F
- ♥ Deep Dark Crater B7–B14F
- ● Dark Crater Pit (Deep B15F)
- ♥ Mt. Mistral 1–19F
- ● Zero Isle North B55–B65F
- ● Zero Isle South B80–B86F
- ● Destiny Tower 80–86F
- ■ Temporal Tower 1F–Spire 10F
- ■ Dusk Forest 1–7F

etc.

EVOLUTION: Misdreavus + Dusk Stone → Mismagius

MOVE LIST

LV1	Lucky Chant	TM	Embargo	TM	Sleep Talk		
LV1	Psywave	TM	Psych Up	TM	Rest		
LV1	Growl	TM	Natural Gift	TM	Hyper Beam		
LV1	Magical Leaf	TM	Payback	TM	Secret Power		
LV2	Spite	TM	Shadow Ball	TM	Flash		
LV4	Astonish	TM	Thunderbolt	TM	Protect		
TM	Dark Pulse	TM	Vacuum-Cut	TM	Substitute		
TM	Torment	TM	Wide Slash	TM	Calm Mind		
TM	Swagger	TM	Skill Swap	TM	Hidden Power		
TM	Energy Ball	TM	Charge Beam	TM	Attract		
TM	Will-O-Wisp	TM	Taunt	TM	Frustration		
TM	Return	TM	Aerial Ace	TM	Captivate		
TM	Thunder	TM	Shock Wave	TM	Dream Eater		
TM	Facade	TM	Thunder Wave				
TM	Giga Impact	TM	Toxic				
TM	Endure	TM	Trick Room				
TM	Psychic	TM	Thief				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	14	8	15	8	0
10	55	21	13	22	12	1815
20	65	31	18	32	18	40138
30	75	37	23	37	22	125422
40	90	52	37	52	37	308992
50	110	72	57	72	57	600465
60	129	91	76	91	76	1005115
70	139	101	86	101	86	1414888
80	149	111	96	111	96	1825479
90	159	121	106	121	106	2236888
100	169	131	116	131	116	2649162

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Magic Hat	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Misdrea-Cape		
TYPE	Purple Silk		
	Shady Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.146 Flame Unknown



Moltres

♥ 5

TYPE FIRE / FLYING

ABILITY Pressure

FAVORITE GUMMI Red Gummi, Sky Gummi

TERRAIN Air

SIZE ★★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	87
BASE EXP.	205

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

♥ Giant Volcano 10F
* Does not appear once recruited

EVOLUTION



MOVE LIST

LV1	Wing Attack	TM	Return	TM	Rest		
LV1	Ember	TM	Flamethrower	TM	Hyper Beam		
LV8	Fire Spin	TM	Facade	TM	Steel Wing		
LV15	Agility	TM	Giga Impact	TM	Roost		
LV22	Endure	TM	Endure	TM	Secret Power		
LV29	AncientPower	TM	Natural Gift	TM	Roar		
LV36	Flamethrower	TM	Vacuum-Cut	TM	Protect		
LV43	Safeguard	TM	Safeguard	TM	Substitute		
LV50	Air Slash	TM	Wide Slash	TM	Hidden Power		
LV57	Roost	TM	SolarBeam	TM	Frustration		
LV64	Heat Wave	TM	Fire Blast	HM	Rock Smash		
LV71	SolarBeam	TM	Pluck	HM	Defog		
LV78	Sky Attack	TM	Aerial Ace	HM	Fly		
LV85	Sunny Day	TM	Toxic				
TM	Swagger	TM	U-turn				
TM	Overheat	TM	Sleep Talk				
TM	Will-O-Wisp						

LEVEL UP DATA

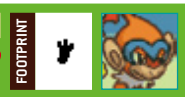
Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	22	13	22	13	0
10	68	40	22	40	22	2013
20	88	59	32	59	32	44205
30	108	69	42	69	42	138084
40	128	79	52	79	52	340135
50	148	89	62	89	62	660942
60	167	99	72	99	72	1106309
70	177	109	82	109	82	1557316
80	187	119	92	119	92	2009223
90	197	129	102	129	102	2462029
100	207	139	112	139	112	2915788

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Fire Veil	TYPE	Fiery Gem
			Fiery Globe
			Sky Silk
			Sky Dust
			Sky Gem
			Sky Globe
EVOLUTION			
TYPE	Red Silk		
	Fire Dust		



No.391 Playful ♂♀



Monferno

♥ 0

FOOTPRINT

TYPE FIRE / FIGHTING

ABILITY Blaze

FAVORITE GUMMI Red Gummi, Orange Gummi

TERRAIN Lava

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	31

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

♥ Dark Crater B1F–Deep B5F
♥ Giant Volcano 1–19F
● Zero Isle West B31–B35F
● Zero Isle South B27–B33F
● Destiny Tower 27–33F

EVOLUTION



MOVE LIST

LV1	Leer	TM	Swagger	TM	Fire Blast	TM	Captivate
LV1	Scratch	TM	Rock Slide	TM	Taunt	HM	Cut
LV1	Ember	TM	Overheat	TM	Aerial Ace	HM	Rock Smash
LV7	Ember	TM	Will-O-Wisp	TM	Swords Dance	HM	Strength
LV9	Taunt	TM	Return	TM	Poison Jab	HM	Rock Climb
LV14	Mach Punch	TM	Flamethrower	TM	Toxic		
LV16	Fury Swipes	TM	Facade	TM	U-turn		
LV19	Flame Wheel	TM	Brick Break	TM	Fling		
LV26	Feint	TM	Focus Blast	TM	Sleep Talk		
LV29	Torment	TM	Focus Punch	TM	Rest		
LV36	Close Combat	TM	Grass Knot	TM	Secret Power		
LV39	Fire Spin	TM	Endure	TM	Bulk Up		
LV46	Slack Off	TM	Natural Gift	TM	Protect		
LV49	Flare Blitz	TM	Shadow Claw	TM	Substitute		
TM	Iron Tail	TM	Vacuum-Cut	TM	Hidden Power		
TM	Dig	TM	Wide Slash	TM	Attract		
TM	Torment	TM	Stealth Rock	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	4	3	4	5	0
10	49	22	21	22	23	1760
20	76	39	35	38	38	39625
30	96	50	48	53	51	123942
40	116	60	58	63	61	305474
50	126	73	68	77	71	593735
60	136	83	78	87	81	993941
70	146	93	88	97	91	1399215
80	156	103	98	107	101	1805297
90	166	113	108	117	111	2212188
100	176	123	118	127	121	2619935

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Monfer-Hair		Infern-Seal
	Monfer-Fang		Blazing Ruff
	Monfer-Crest	TYPE	Red Silk
	Burst Sash		Fire Dust
EVOLUTION	Chim-Hair		Fiery Gem
	Chim-Fang		Fiery Globe
	Nimble Charm		Orange Silk
	Ember Cap		Courage Dust
	Infern-Hair		Fight Gem
	Infern-Fang		Power Globe



No.414 Moth ♂ Only



Mothim

♥ 5

TYPE BUG / FLYING

ABILITY Swarm

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

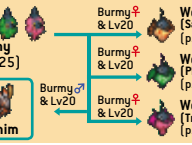
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

● Dusk Forest 1–8F
♥ Mt. Mistral 1–19F
♥ Sky Stairway 1–49F
● Zero Isle South B71–B75F
● Zero Isle Center B19–B20F
● Destiny Tower 71–75F

EVOLUTION



MOVE LIST

LV1	Tackle	TM	Giga Impact	TM	Sleep Talk		
LV10	Protect	TM	Giga Drain	TM	Rest		
LV15	Bug Bite	TM	Silver Wind	TM	Hyper Beam		
LV20	Hidden Power	TM	Endure	TM	Roost		
LV23	Confusion	TM	Psychic	TM	Secret Power		
LV26	Gust	TM	Psych Up	TM	Flash		
LV29	PoisonPowder	TM	Natural Gift	TM	Protect		
LV32	Psybeam	TM	Shadow Ball	TM	Substitute		
LV35	Camouflage	TM	Vacuum-Cut	TM	Hidden Power		
LV38	Silver Wind	TM	Safeguard	TM	Attract		
LV41	Air Slash	TM	Wide Slash	TM	Frustration		
LV44	Psychic	TM	Skill Swap	TM	Captivate		
LV47	Bug Buzz	TM	SolarBeam	TM	Dream Eater		
TM	Swagger	TM	Aerial Ace	HM	Defog		
TM	Energy Ball	TM	Toxic				
TM	Return	TM	Thief				
TM	Facade	TM	U-turn				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	18	5	18	5	0
10	51	26	15	28	13	1599
20	62	32	20	33	19	35989
30	75	44	29	42	31	112567
40	101	62	46	59	49	277438
50	121	72	56	69	59	539243
60	140	83	65	78	70	902718
70	150	93	75	88	80	1270796
80	160	103	85	98	90	1639609
90	170	113	95	108	100	2009155
100	180	123	105	118	110	2379480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mothim Bow		Guard Gem
			Defend Globe
			Sky Silk
		TYPE	Sky Dust
EVOLUTION	Straw Cape		Sky Gem
	Worma-Bow		Sky Globe
TYPE	Green Silk		
	Wonder Dust		

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No.122 Barrier ♂♀

♥ 0

Mr. Mime



TYPE PSYCHIC

ABILITY Soundproof / Filter

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Lost Wilderness B1–B17F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B8–B12F
- ● Zero Isle West B8–B12, B31–B35F
- ● Zero Isle Center B43–B45F

EVOLUTION

Mime Jr. (p. 602) → Mr. Mime — LM: Mimic

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	79

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Confusion	TM	Swagger	TM	SolarBeam	TM	Attract
LV1	Barrier	TM	Energy Ball	TM	Charge Beam	TM	Frustration
LV1	Magical Leaf	TM	Return	TM	Taunt	TM	Captivate
LV2	Guard Swap	TM	Thunder	TM	Aerial Ace	TM	Dream Eater
LV2	Power Swap	TM	Facade	TM	Shock Wave	TM	Recycle
LV4	Copycat	TM	Brick Break	TM	Thunder Wave	TM	Reflect
LV8	Meditate	TM	Focus Blast	TM	Toxic		
LV11	Encore	TM	Focus Punch	TM	Trick Room		
LV15	DoubleSlap	TM	Giga Impact	TM	Drain Punch		
LV18	Mimic	TM	Grass Knot	TM	Thief		
LV22	Reflect	TM	Endure	TM	Fling		
LV22	Light Screen	TM	Psychic	TM	Sleep Talk		
LV25	Psybeam	TM	Psych Up	TM	Rest		
LV29	Substitute	TM	Natural Gift	TM	Hyper Beam		
LV32	Recycle	TM	Payback	TM	Light Screen		
LV36	Trick	TM	Shadow Ball	TM	Secret Power		
LV39	Psychic	TM	Thunderbolt	TM	Flash		
LV43	Role Play	TM	Vacuum-Cut	TM	Protect		
LV46	Baton Pass	TM	Safeguard	TM	Substitute		
LV50	Safeguard	TM	Wide Slash	TM	Calm Mind		
TM	Torment	TM	Skill Swap	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	13	6	16	6	0
10	38	22	16	23	13	1569
20	42	27	20	30	22	35325
30	72	37	30	40	32	110490
40	90	47	40	50	42	272320
50	100	57	50	60	52	529295
60	110	67	60	70	62	886065
70	120	77	70	80	72	1247353
80	130	87	80	90	82	1609362
90	140	97	90	100	92	1972091
100	150	107	100	110	102	2335584

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mime Key	TYPE	Psych Gem
	Mime Card		Psych Orb
EVOLUTION	Bulwark Rock		
	Barrier Bow		
	Junior Beam		
	Junior Card		
	Mimic Pebble		
TYPE	Copy Mask		
	Gold Silk		
	Psyche Dust		



No.258 Mud Fish ♂♀

♥ 5

FOOTPRINT

Mudkip



TYPE WATER

ABILITY Torrent

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B1–B9F
- ● Destiny Tower 2–4F

EVOLUTION

Mudkip → Lv16 → Marshtomp (p. 597) → Lv36 → Swampert (p. 655)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17
BASE EXP.	8

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Facade	TM	Ice Beam		
LV1	Growl	TM	Endure	HM	Rock Smash		
LV6	Mud-Slap	TM	Natural Gift	HM	Strength		
LV10	Water Gun	TM	Vacuum-Cut	HM	Waterfall		
LV15	Bide	TM	Wide Slash	HM	Surf		
LV19	Foresight	TM	Toxic	EGG	Ice Ball		
LV24	Mud Sport	TM	Sleep Talk	EGG	Whirlpool		
LV28	Take Down	TM	Rest	EGG	Counter		
LV33	Whirlpool	TM	Secret Power	EGG	Bite		
LV37	Protect	TM	Blizzard	EGG	AncientPower		
LV42	Hydro Pump	TM	Protect	EGG	Uproar		
LV46	Endeavor	TM	Substitute	EGG	Double-Edge		
TM	Iron Tail	TM	Water Pulse	EGG	Mud Bomb		
TM	Dig	TM	Hidden Power	EGG	Curse		
TM	Swagger	TM	Attract	EGG	Stomp		
TM	Rock Slide	TM	Frustration	EGG	Mirror Coat		
TM	Return	TM	Captivate	EGG	Refresh		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	4	3	4	3	0
10	53	18	17	18	17	1714
20	78	33	33	33	33	38594
30	100	48	48	48	48	120717
40	120	61	58	61	58	297525
50	131	71	63	71	63	578284
60	136	81	68	82	68	968074
70	146	91	78	92	78	1362801
80	156	101	88	102	88	1758316
90	166	111	98	112	98	2154617
100	176	121	108	122	108	2551753

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mudkip Mud		Swamp-Seal
	Mudkip Card		Swamp Bangle
	Mud Jewel	TYPE	Blue Silk
	Speed Scarf		Water Dust
EVOLUTION	Marsh-Mud		Aqua Gem
	Marsh-Card		Aqua Globe
	Marsh-Crest		
	Marsh Torc		
	Swamp-Mud		
	Swamp-Card		



No.89 Sludge ♂♀

♥ 0

Muk



TYPE POISON

ABILITY Stench / Sticky Hold

FAVORITE GUMMI Pink Gummi

LOCATION
- ● Sealed Ruin B1F–Deep B6F
- ● Sky Peak Summit (Sky Peak Summit Pass 6F)
- ♥ Sky Stairway 1–49F
- ● Zero Isle North B50–B74F
- ● Zero Isle West B30–B39F
- ● Zero Isle South B45–B55F
- ■ Southern Jungle 2–5F

etc.

EVOLUTION

Grimer (p. 565) → Lv38 → Muk

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden	TM	Dig	TM	Thunderbolt	TM	Substitute
LV1	Poison Gas	TM	Torment	TM	Vacuum-Cut	TM	Hidden Power
LV1	Mud-Slap	TM	Swagger	TM	Wide Slash	TM	Attract
LV1	Pound	TM	Rock Slide	TM	Explosion	TM	Frustration
LV4	Harden	TM	Return	TM	Fire Blast	TM	Captivate
LV7	Mud-Slap	TM	Flamethrower	TM	Taunt	HM	Rock Smash
LV12	Disable	TM	Thunder	TM	Shock Wave	HM	Strength
LV17	Minimize	TM	Facade	TM	Poison Jab		
LV20	Sludge	TM	Brick Break	TM	Toxic		
LV23	Mud Bomb	TM	Focus Blast	TM	Thief		
LV28	Fling	TM	Focus Punch	TM	Fling		
LV33	Screech	TM	Giga Impact	TM	Sleep Talk		
LV36	Sludge Bomb	TM	Giga Drain	TM	Rest		
LV44	Acid Armor	TM	Endure	TM	Hyper Beam		
LV54	Gunk Shot	TM	Natural Gift	TM	Secret Power		
LV65	Memento	TM	Payback	TM	Sludge Bomb		
TM	Dark Pulse	TM	Shadow Ball	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	13	7	2	6	1	0
10	37	21	9	19	10	1404
20	65	31	19	29	25	31611
30	85	41	29	39	29	98875
40	99	50	35	49	36	243693
50	104	55	40	54	41	473655
60	109	61	46	59	46	792920
70	119	71	56	69	56	1116229
80	129	81	66	79	66	1440183
90	139	91	76	89	76	1764782
100	149	101	86	99	86	2090064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Slimy Bow	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Grimy Scarf		
TYPE	Pink Silk		
	Poison Dust		

See p.682 for its stats when it appears as a dungeon boss

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No.446 Big Eater ♂♀

PARTNER

Munchlax



FOOTPRINT



TYPE NORMAL

ABILITY Pickup / Thick Fat

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F

EVOLUTION
Munchlax → (IQ of at least ★2–2.5) → Snorlax (p. 646)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Return	TM	Toxic	HM	Surf
LV1	Metronome	TM	Flamethrower	TM	Fling	HM	Rock Climb
LV4	Defense Curl	TM	Thunder	TM	Sleep Talk	EGG	Charm
LV6	Odor Sleuth	TM	Facade	TM	Rest	EGG	Pursuit
LV9	Amnesia	TM	Brick Break	TM	Secret Power	EGG	Lick
LV12	Lick	TM	Focus Punch	TM	Blizzard	EGG	Zen Headbutt
LV17	Recycle	TM	Endure	TM	Protect	EGG	Double-Edge
LV20	Screech	TM	Psychic	TM	Substitute	EGG	Curse
LV25	Stockpile	TM	Earthquake	TM	Water Pulse	EGG	Whirlwind
LV28	Swallow	TM	Natural Gift	TM	Hidden Power	EGG	Substitute
LV33	Body Slam	TM	Shadow Ball	TM	Attract	(*1)	Zen Headbutt
LV36	Fling	TM	Thunderbolt	TM	Frustration		
LV41	Rollout	TM	Vacuum-Cut	TM	Captivate		
LV44	Natural Gift	TM	Wide Slash	TM	Recycle		
LV49	Last Resort	TM	SolarBeam	TM	Ice Beam		
TM	Swagger	TM	Fire Blast	HM	Rock Smash		
TM	Rock Slide	TM	Shock Wave	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	5	3	5	3	0
10	57	19	17	19	17	1773
20	87	36	34	36	34	39909
30	114	50	46	50	46	124830
40	128	60	56	60	56	307663
50	138	70	65	70	65	597988
60	148	80	66	80	66	1001060
70	158	90	76	90	76	1409237
80	168	100	86	100	86	1818228
90	178	110	96	110	96	2228033
100	188	120	106	120	106	2638701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Munch-Drool	TYPE	White Gem
	Munch-Claw		Joy Globe
	Tummy Charm		
	Glutton Cape		
EVOLUTION	Snorlax Gasp		
	Snorlax Fang		
	Valor Charm		
	Glee Scarf		
TYPE	White Silk		
	Normal Dust		

Knows this move if it's the hero or partner; cannot remember this move once it is forgotten.

No.198 Darkness ♂♀

Murkrow



FOOTPRINT



TYPE DARK / FLYING

ABILITY Insomnia / Super Luck

FAVORITE GUMMI Black Gummi / Sky Gummi

LOCATION
- ♥ Concealed Ruins B1–B29F
- ♥ World Abyss B1–B14F
- ● Southeastern Islands B1–B24F
- ● Zero Isle East B25–B30F
- ● Zero Isle South B39–B42F
- ● Destiny Tower 39–42F
- ■ Southern Jungle 7–10F

EVOLUTION
Murkrow → (Dusk Stone) → Honchkrow (p. 571)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Astonish	TM	Psychic	TM	Roost	EGG	Faint Attack
LV1	Peck	TM	Embargo	TM	Secret Power	EGG	Wing Attack
LV5	Pursuit	TM	Psych Up	TM	Protect	EGG	Drill Peck
LV11	Haze	TM	Natural Gift	TM	Substitute	EGG	FeatherDance
LV15	Wing Attack	TM	Payback	TM	Calm Mind	EGG	Whirlwind
LV21	Night Shade	TM	Shadow Ball	TM	Hidden Power	EGG	Perish Song
LV25	Assurance	TM	Vacuum-Cut	TM	Attract		
LV31	Taunt	TM	Wide Slash	TM	Frustration		
LV35	Faint Attack	TM	Taunt	TM	Captivate		
LV41	Mean Look	TM	Pluck	TM	Dream Eater		
LV45	Sucker Punch	TM	Aerial Ace	HM	Defog		
TM	Dark Pulse	TM	Thunder Wave	HM	Fly		
TM	Torment	TM	Toxic	EGG	Confuse Ray		
TM	Swagger	TM	Thief	EGG	Screech		
TM	Return	TM	Sleep Talk	EGG	Mirror Move		
TM	Facade	TM	Rest	EGG	Sky Attack		
TM	Endure	TM	Steel Wing	EGG	Psycho Shift		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	23	10	23	10	0
10	44	32	15	32	15	1681
20	72	42	23	41	22	37855
30	106	52	30	51	29	118404
40	126	61	36	61	36	291824
50	137	66	41	66	41	567203
60	147	72	47	71	46	949524
70	157	82	57	81	56	1336687
80	167	92	67	91	66	1724623
90	177	102	77	101	76	2113331
100	187	112	87	111	86	2502857

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Murkrow Hat	TYPE	Dark Gem
			Dusk Globe
			Sky Silk
			Sky Dust
EVOLUTION	Honch-Cape		Sky Gem
			Sky Globe
TYPE	Black Silk		
	Dark Dust		

No.177 Tiny Bird ♂♀

Natu





TYPE PSYCHIC / FLYING

ABILITY Synchronize / Early Bird

FAVORITE GUMMI Gold Gummi / Sky Gummi

LOCATION
- ● Rock Path B1–B5F
- ♥ Mt. Horn 1–7F
- ● Zero Isle East B6–B10F
- ● Zero Isle South B14–B17F
- ● Destiny Tower 14–17F

EVOLUTION
Natu → (Lv25) → Xatu (p. 675)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17
BASE EXP.	14

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Facade	TM	Trick Room	TM	Dream Eater
LV1	Leer	TM	Giga Drain	TM	Thief	TM	Reflect
LV6	Night Shade	TM	Silver Wind	TM	U-turn	EGG	Haze
LV9	Teleport	TM	Grass Knot	TM	Sleep Talk	EGG	Psych Up
LV12	Lucky Chant	TM	Endure	TM	Rest	EGG	Zen Headbutt
LV17	Miracle Eye	TM	Psychic	TM	Steel Wing	EGG	Faint Attack
LV20	Me First	TM	Psych Up	TM	Roost	EGG	Quick Attack
LV23	Confuse Ray	TM	Natural Gift	TM	Light Screen	EGG	Drill Peck
LV28	Wish	TM	Shadow Ball	TM	Secret Power	EGG	Steel Wing
LV33	Psycho Shift	TM	Vacuum-Cut	TM	Flash	EGG	Sucker Punch
LV36	Future Sight	TM	Wide Slash	TM	Protect	EGG	FeatherDance
LV39	Ominous Wind	TM	Skill Swap	TM	Substitute	EGG	Refresh
LV44	Guard Swap	TM	SolarBeam	TM	Calm Mind		
LV44	Power Swap	TM	Pluck	TM	Hidden Power		
LV47	Psychic	TM	Aerial Ace	TM	Attract		
TM	Swagger	TM	Thunder Wave	TM	Frustration		
TM	Return	TM	Toxic	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	12	3	12	3	0
10	30	19	9	19	9	1583
20	48	30	18	30	18	35631
30	78	50	38	50	38	111449
40	102	68	56	69	57	274682
50	110	73	61	74	62	533887
60	115	79	67	79	67	893751
70	125	89	77	89	77	1258173
80	135	99	87	99	87	1623322
90	145	109	97	109	97	1989198
100	155	119	107	119	107	2355844

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lively Scarf	TYPE	Psyche Gem
			Psyche Globe
			Sky Silk
			Sky Dust
EVOLUTION	Xatu Bow		Sky Gem
			Sky Globe
TYPE	Gold Silk		
	Psyche Dust		

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No.34 Drill ♂ Only

Nidoking

♥ 0

FOOTPRINT



LOCATION
- ♥ Shimmer Desert 1–9F
- ● Zero Isle North B36–B40F
- ● Zero Isle East B30–B35F
- ● Zero Isle West B36–B39F
- ● Zero Isle South B77–B79F
- ● Destiny Tower 77–79F

EVOLUTION

Nidoran♂ (p. 603) → Lv16 → Nidorino (p. 608) → Moon Stone → Nidoking

TYPE	ABILITY	FAVORITE GUMMI
POISON / GROUND	Poison Point Rivalry	Pink Gummi Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	57
BASE EXP.	83

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Focus Energy	TM	Focus Blast	TM	Toxic	TM	Avalanche
LV1	Peck	TM	Focus Punch	TM	Thief	TM	Dragon Pulse
LV1	Poison Sting	TM	Giga Impact	TM	Fling	TM	Ice Beam
LV1	Double Kick	TM	Endure	TM	Sleep Talk	HM	Cut
LV23	Thrash	TM	Earthquake	TM	Rest	HM	Rock Smash
LV43	Earth Power	TM	Natural Gift	TM	Hyper Beam	HM	Strength
LV58	Megahorn	TM	Shadow Claw	TM	Secret Power	HM	Surf
TM	Iron Tail	TM	Shadow Ball	TM	Blizzard	HM	Rock Climb
TM	Dig	TM	Thunderbolt	TM	Sludge Bomb		
TM	Torment	TM	Vacuum-Cut	TM	Roar		
TM	Swagger	TM	Wide Slash	TM	Protect		
TM	Rock Slide	TM	Stealth Rock	TM	Substitute		
TM	Return	TM	Stone Edge	TM	Water Pulse		
TM	Flamethrower	TM	Fire Blast	TM	Hidden Power		
TM	Thunder	TM	Taunt	TM	Attract		
TM	Facade	TM	Shock Wave	TM	Frustration		
TM	Brick Break	TM	Poison Jab	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	14	19	22	19	0
10	39	23	28	31	28	1824
20	49	33	34	41	33	41054
30	71	48	46	56	45	128412
40	101	63	61	71	60	316491
50	121	73	71	81	70	615147
60	140	83	81	91	80	1029784
70	150	93	91	101	90	1449673
80	160	103	101	111	100	1870400
90	170	113	111	121	110	2291964
100	180	123	121	131	120	2714415

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	King Sash	Poison Gem
		Poison Globe
		Brown Silk
		Ground Dust
EVOLUTION	Halve Scarf	Earth Gem
	Thorny Scarf	Terra Globe
TYPE	Pink Silk	
	Poison Dust	



No.31 Drill ♀ Only

Nidoqueen

♥ 0

FOOTPRINT



LOCATION
- ♥ Concealed Ruins B1–B29F
- ♥ World Abyss B1–B29F
- ● Zero Isle South B74–B29F
- ● Destiny Tower 74–76F

EVOLUTION

Nidoran♀ → Lv16 → Nidorina (p. 608) → Moon Stone → Nidoqueen

TYPE	ABILITY	FAVORITE GUMMI
POISON / GROUND	Poison Point Rivalry	Pink Gummi Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	110%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	107

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Focus Blast	TM	Poison Jab	TM	Captivate
LV1	Poison Sting	TM	Focus Punch	TM	Toxic	TM	Avalanche
LV1	Double Kick	TM	Giga Impact	TM	Thief	TM	Dragon Pulse
LV1	Scratch	TM	Endure	TM	Fling	TM	Ice Beam
LV23	Body Slam	TM	Earthquake	TM	Sleep Talk	HM	Cut
LV43	Earth Power	TM	Natural Gift	TM	Rest	HM	Rock Smash
LV58	Superpower	TM	Shadow Claw	TM	Hyper Beam	HM	Strength
TM	Iron Tail	TM	Shadow Ball	TM	Secret Power	HM	Surf
TM	Dig	TM	Thunderbolt	TM	Blizzard	HM	Rock Climb
TM	Torment	TM	Vacuum-Cut	TM	Sludge Bomb		
TM	Swagger	TM	Wide Slash	TM	Roar		
TM	Rock Slide	TM	Stealth Rock	TM	Protect		
TM	Return	TM	Stone Edge	TM	Substitute		
TM	Flamethrower	TM	Fire Blast	TM	Water Pulse		
TM	Thunder	TM	Taunt	TM	Hidden Power		
TM	Facade	TM	Aerial Ace	TM	Attract		
TM	Brick Break	TM	Shock Wave	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	10	8	15	6	0
10	41	20	21	29	18	1734
20	61	34	35	45	33	39028
30	87	48	48	58	46	122075
40	107	57	58	68	56	300871
50	127	62	68	71	66	584788
60	140	68	78	75	76	978963
70	150	78	88	85	86	1378129
80	160	88	98	95	96	1778092
90	170	98	108	105	106	2178851
100	180	108	118	115	116	2580454

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Impact Torc	Poison Gem
		Poison Globe
		Brown Silk
		Ground Dust
EVOLUTION	Pointy Scarf	Earth Gem
	Return Scarf	Terra Globe
TYPE	Pink Silk	
	Poison Dust	



No.29 Poison Pin ♀ Only

Nidoran♀

♥ 5



LOCATION
- ♥ Mystifying Forest1 –13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B5–B7F
- ● Destiny Tower 5–7F

EVOLUTION

Nidoran♀ → Lv16 → Nidorina (p. 608) → Moon Stone → Nidoqueen

TYPE	ABILITY	FAVORITE GUMMI
POISON	Poison Point Rivalry	Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	5

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Growl	TM	Thunder	TM	Sludge Bomb	EGG	Supersonic
LV1	Scratch	TM	Facade	TM	Protect	EGG	Take Down
LV7	Tail Whip	TM	Endure	TM	Substitute	EGG	Beat Up
LV9	Double Kick	TM	Natural Gift	TM	Water Pulse		
LV13	Poison Sting	TM	Shadow Claw	TM	Hidden Power		
LV19	Fury Swipes	TM	Thunderbolt	TM	Attract		
LV21	Bite	TM	Vacuum-Cut	TM	Frustration		
LV25	Helping Hand	TM	Wide Slash	TM	Captivate		
LV31	Toxic Spikes	TM	Aerial Ace	TM	Ice Beam		
LV33	Flatter	TM	Shock Wave	HM	Cut		
LV37	Crunch	TM	Poison Jab	HM	Rock Smash		
LV43	Captivate	TM	Toxic	HM	Strength		
LV45	Poison Fang	TM	Thief	EGG	Charm		
TM	Iron Tail	TM	Sleep Talk	EGG	Pursuit		
TM	Dig	TM	Rest	EGG	Counter		
TM	Swagger	TM	Secret Power	EGG	Disable		
TM	Return	TM	Blizzard	EGG	Focus Energy		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	11	5	10	5	0
10	43	21	18	24	17	1734
20	63	35	32	40	32	39028
30	89	49	45	53	45	122075
40	109	58	55	63	55	300871
50	129	63	65	66	65	584788
60	142	69	75	70	75	978963
70	152	79	85	80	85	1378129
80	162	89	95	90	95	1778092
90	172	99	105	100	105	2178851
100	182	109	115	110	115	2580454

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Pointy Scarf	Poison Gem
		Poison Globe
EVOLUTION	Return Scarf	
	Impact Torc	
TYPE	Pink Silk	
	Poison Dust	

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No.32 Poison Pin ♂ Only

♥ 5

Nidoran♂



TYPE POISON

ABILITY Poison Point, Rivalry

FAVORITE GUMMI Pink Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B31–B35F
- ● Zero Isle East B26–B31F
- ● Zero Isle West B11–B15F
- ● Zero Isle South B31–B35F
- ● Destiny Tower 31–35F

EVOLUTION
- Nidoran♂
- Lv16
- Nidorino
- Moon Stone
- Nidoking (p. 607)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	6

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Thunder	TM	Protect	EGG	Sucker Punch
LV1	Leer	TM	Facade	TM	Substitute	EGG	Beat Up
LV7	Focus Energy	TM	Endure	TM	Water Pulse		
LV9	Double Kick	TM	Natural Gift	TM	Hidden Power		
LV13	Poison Sting	TM	Shadow Claw	TM	Attract		
LV19	Fury Attack	TM	Thunderbolt	TM	Frustration		
LV21	Horn Attack	TM	Vacuum-Cut	TM	Captivate		
LV25	Helping Hand	TM	Wide Slash	TM	Ice Beam		
LV31	Toxic Spikes	TM	Shock Wave	HM	Cut		
LV33	Flatter	TM	Poison Jab	HM	Rock Smash		
LV37	Poison Jab	TM	Toxic	HM	Strength		
LV43	Captivate	TM	Thief	EGG	Counter		
LV45	Horn Drill	TM	Sleep Talk	EGG	Disable		
TM	Iron Tail	TM	Rest	EGG	Supersonic		
TM	Dig	TM	Secret Power	EGG	Take Down		
TM	Swagger	TM	Blizzard	EGG	Amnesia		
TM	Return	TM	Sludge Bomb	EGG	Confusion		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	41	15	11	16	11	0
10	50	24	20	25	20	1824
20	60	34	26	35	25	41054
30	82	49	38	50	37	128412
40	112	64	53	65	52	316491
50	132	74	63	75	62	615147
60	151	84	73	85	72	1029784
70	161	94	83	95	82	1449673
80	171	104	93	105	92	1870400
90	181	114	103	115	102	2291964
100	191	124	113	125	112	2714415

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Halve Scarf	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Thorny Scarf		
	King Sash		
TYPE	Pink Silk		
	Poison Dust		



No.30 Poison Pin ♀ Only

♥ 1

Nidorina



TYPE POISON

ABILITY Poison Point, Rivalry

FAVORITE GUMMI Pink Gummi

LOCATION
- ♥ Mt. Bristle 4–9F
- ♥ Labyrinth Cave B1–B9F
- ● Zero Isle South B47–B50F
- ● Destiny Tower 47–50F

EVOLUTION
- Nidoran♀ (p. 607)
- Lv16
- Nidorina
- Moon Stone
- Nidoqueen (p. 607)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	37

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Thunder	TM	Sludge Bomb		
LV1	Scratch	TM	Facade	TM	Protect		
LV7	Tail Whip	TM	Endure	TM	Substitute		
LV9	Double Kick	TM	Natural Gift	TM	Water Pulse		
LV13	Poison Sting	TM	Shadow Claw	TM	Hidden Power		
LV20	Fury Swipes	TM	Thunderbolt	TM	Attract		
LV23	Bite	TM	Vacuum-Cut	TM	Frustration		
LV28	Helping Hand	TM	Wide Slash	TM	Captivate		
LV35	Toxic Spikes	TM	Aerial Ace	TM	Ice Beam		
LV38	Flatter	TM	Shock Wave	HM	Cut		
LV43	Crunch	TM	Poison Jab	HM	Rock Smash		
LV50	Captivate	TM	Toxic	HM	Strength		
LV58	Poison Fang	TM	Thief				
TM	Iron Tail	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Secret Power				
TM	Return	TM	Blizzard				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	9	4	8	3	0
10	42	19	17	22	15	1734
20	62	33	31	38	30	39028
30	88	47	44	51	43	122075
40	108	56	54	61	53	300871
50	128	61	64	64	63	584788
60	141	67	74	68	73	978963
70	151	77	84	78	83	1378129
80	161	87	94	88	93	1778092
90	171	97	104	98	103	2178851
100	181	107	114	108	113	2580454

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Return Scarf	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Pointy Scarf		
	Impact Torc		
TYPE	Pink Silk		
	Poison Dust		



No.33 Poison Pin ♂ Only

♥ 1

Nidorino



TYPE POISON

ABILITY Poison Point, Rivalry

FAVORITE GUMMI Pink Gummi

LOCATION
- ♥ Mt. Bristle 4–9F
- ♥ Labyrinth Cave B1–B9F
- ● Zero Isle South B47–B50F
- ● Destiny Tower 47–50F

EVOLUTION
- Nidoran♂
- Lv16
- Nidorino
- Moon Stone
- Nidoking (p. 607)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	37

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Thunder	TM	Protect		
LV1	Leer	TM	Facade	TM	Substitute		
LV7	Focus Energy	TM	Endure	TM	Water Pulse		
LV9	Double Kick	TM	Natural Gift	TM	Hidden Power		
LV13	Poison Sting	TM	Shadow Claw	TM	Attract		
LV20	Fury Attack	TM	Thunderbolt	TM	Frustration		
LV23	Horn Attack	TM	Vacuum-Cut	TM	Captivate		
LV28	Helping Hand	TM	Wide Slash	TM	Ice Beam		
LV35	Toxic Spikes	TM	Shock Wave	HM	Cut		
LV38	Flatter	TM	Poison Jab	HM	Rock Smash		
LV43	Poison Jab	TM	Toxic	HM	Strength		
LV50	Captivate	TM	Thief				
LV58	Horn Drill	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				
TM	Dig	TM	Secret Power				
TM	Swagger	TM	Blizzard				
TM	Return	TM	Sludge Bomb				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	14	10	15	10	0
10	44	23	19	24	19	1824
20	54	33	25	34	24	41054
30	76	48	37	49	36	128412
40	106	63	52	64	51	316491
50	126	73	62	74	61	615147
60	145	83	72	84	71	1029784
70	155	93	82	94	81	1449673
80	165	103	92	104	91	1870400
90	175	113	102	114	101	2291964
100	185	123	112	124	111	2714415

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Thorny Scarf	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Halve Scarf		
	King Sash		
TYPE	Pink Silk		
	Poison Dust		

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No.290 Trainee ♂♀



Nincada

♥ 4

TYPE BUG / GROUND

ABILITY CompoundEyes

FAVORITE GUMMI Green Gummi, Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	70

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Quicksand Cave B1–B7F
- ♥ Midnight Forest B1–B21F
- ● Zero Isle West B3–B7F
- ● Zero Isle South B44–B49F
- ● Destiny Tower 44–49F
- ■ Eastern Cave B1–B10F

EVOLUTION
Nincada → (Lv20) → Ninjask
Nincada → (Spare slot at Chimecho Assembly) → Shedinja (p. 637)

MOVE LIST

LV1	Harden	TM	Natural Gift	EGG	Gust			
LV1	Scratch	TM	Shadow Ball	EGG	Silver Wind			
LV5	Leech Life	TM	Vacuum-Cut	EGG	Endure			
LV9	Sand-Attack	TM	Wide Slash	EGG	Faint Attack			
LV14	Fury Swipes	TM	SolarBeam	EGG	Night Slash			
LV19	Mind Reader	TM	Aerial Ace	EGG	Bug Bite			
LV25	False Swipe	TM	Toxic	EGG	Bug Buzz			
LV31	Mud-Slap	TM	Sleep Talk					
LV38	Metal Claw	TM	Rest					
LV45	Dig	TM	Secret Power					
TM	Dig	TM	Flash					
TM	Swagger	TM	Protect					
TM	Return	TM	Substitute					
TM	Facade	TM	False Swipe					
TM	Giga Drain	TM	Hidden Power					
TM	Endure	TM	Frustration					
TM	X-Scissor	HM	Cut					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	14	8	14	8	0
10	28	18	12	18	11	1408
20	30	20	14	20	13	31707
30	32	22	16	22	15	99173
40	34	24	18	24	17	244428
50	36	26	20	26	19	475082
60	38	28	22	28	21	795310
70	40	30	24	30	23	1119593
80	42	32	26	32	25	1444524
90	44	34	28	34	27	1770100
100	46	36	30	36	29	2096363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Novice Scarf	TYPE	Guard Gem
			Defend Globe
			Brown Silk
			Ground Dust
EVOLUTION	Ninja Ruff		Earth Gem
	Awe Mantle		Terra Globe
TYPE	Green Silk		
	Wonder Dust		



No.38 Fox ♂♀

FOOTPRINT



Ninetales

♥ 0

TYPE FIRE

ABILITY Flash Fire

FAVORITE GUMMI Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	71

HOW TO RECRUIT
DEFEAT, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Treeshroud Forest 10–20F

EVOLUTION
Vulpix (p. 668) → (Fire Stone) → Ninetales

MOVE LIST

LV1	Confuse Ray	TM	Natural Gift	TM	Attract			
LV1	Safeguard	TM	Payback	TM	Frustration			
LV1	Quick Attack	TM	Vacuum-Cut	TM	Captivate			
LV1	Ember	TM	Safeguard	TM	Dream Eater			
LV3	Nasty Plot	TM	Wide Slash					
TM	Iron Tail	TM	SolarBeam					
TM	Dark Pulse	TM	Fire Blast					
TM	Dig	TM	Toxic					
TM	Swagger	TM	Sleep Talk					
TM	Overheat	TM	Rest					
TM	Will-O-Wisp	TM	Hyper Beam					
TM	Return	TM	Secret Power					
TM	Flamethrower	TM	Roar					
TM	Facade	TM	Protect					
TM	Giga Impact	TM	Substitute					
TM	Endure	TM	Calm Mind					
TM	Psych Up	TM	Hidden Power					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	4	4	4	4	0
10	46	20	18	20	18	1601
20	70	39	38	40	38	36042
30	94	49	58	52	52	112733
40	114	57	62	57	56	277847
50	119	62	66	60	59	540038
60	124	68	72	64	66	904049
70	134	78	82	74	76	1272669
80	144	88	92	84	86	1642025
90	154	98	102	94	96	2012117
100	164	108	112	104	106	2382987

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nine-Hair	TYPE	Fiery Gem
	Nine-Card		Fiery Globe
	Nine-Seal		
	Afire Collar		
EVOLUTION	Vulpix Tail		
	Vulpix Card		
	Vulpix Tag		
	Glowing Bow		
TYPE	Red Silk		
	Fire Dust		



No.291 Ninja ♂♀

FOOTPRINT



Ninjask

♥ 1

TYPE BUG / FLYING

ABILITY Speed Boost

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	94

HOW TO RECRUIT
DEFEAT, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Quicksand Pit B5–B10F
- ● Oblivion Forest B1–B14F
- ● Zero Isle South B8–B10F
- ● Destiny Tower 8–10F
- ■ Boulder Quarry B4F–Deep B3F
- ■ Right Cave Path B4–B5F
- ■ Left Cave Path B4–B5F

EVOLUTION
Nincada → (Lv20) → Ninjask
Nincada → (Spare slot at Chimecho Assembly) → Shedinja (p. 637)

MOVE LIST

LV1	Harden	TM	Dig	TM	Thief			
LV1	Leech Life	TM	Swagger	TM	U-turn			
LV1	Sand-Attack	TM	Return	TM	Sleep Talk			
LV1	Scratch	TM	Facade	TM	Rest			
LV3	Bug Bite	TM	Giga Impact	TM	Hyper Beam			
LV5	Leech Life	TM	Giga Drain	TM	Roost			
LV9	Sand-Attack	TM	Silver Wind	TM	Secret Power			
LV14	Fury Swipes	TM	Endure	TM	Flash			
LV19	Mind Reader	TM	X-Scissor	TM	Protect			
LV20	Screech	TM	Natural Gift	TM	Substitute			
LV20	Double Team	TM	Shadow Ball	TM	False Swipe			
LV20	Fury Cutter	TM	Vacuum-Cut	TM	Hidden Power			
LV25	Swords Dance	TM	Wide Slash	TM	Attract			
LV31	Slash	TM	SolarBeam	TM	Frustration			
LV38	Agility	TM	Aerial Ace	TM	Captivate			
LV45	Baton Pass	TM	Swords Dance	HM	Cut			
LV52	X-Scissor	TM	Toxic	HM	Defog			

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	14	8	13	7	0
10	32	21	14	20	13	1408
20	47	31	22	30	21	31707
30	62	41	26	40	25	99173
40	77	50	32	50	32	244428
50	82	55	37	55	37	475082
60	87	61	43	60	42	795310
70	97	71	53	70	52	1119593
80	107	81	63	80	62	1444524
90	117	91	73	90	72	1770100
100	127	101	83	100	82	2096363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ninja Ruff	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Novice Scarf		Sky Gem
	Awe Mantle		Sky Globe
TYPE	Green Silk		
	Wonder Dust		

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No.164 Owl ♂♀



Noctowl

♥ 0

TYPE	NORMAL / FLYING
ABILITY	Insomnia Keen Eye
FAVORITE GUMMI	White Gummi Sky Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	63

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Foggy Forest 6–11F
- ● Inferno Cave B1–B29F
- ● Zero Isle North B6–B10F
- ● Zero Isle West B26–B30F
- ● Destiny Tower 96–99F

EVOLUTION
Hoothoot (p. 572) → Noctowl — Lv20

MOVE LIST

LV1	Sky Attack	TM	Swagger	TM	Rest			
LV1	Hypnosis	TM	Return	TM	Hyper Beam			
LV1	Tackle	TM	Facade	TM	Steel Wing			
LV1	Growl	TM	Giga Impact	TM	Roost			
LV5	Foresight	TM	Silver Wind	TM	Secret Power			
LV9	Hypnosis	TM	Endure	TM	Protect			
LV11	Peck	TM	Psychic	TM	Substitute			
LV13	Uproar	TM	Psych Up	TM	Hidden Power			
LV17	Reflect	TM	Natural Gift	TM	Attract			
LV22	Confusion	TM	Shadow Ball	TM	Frustration			
LV27	Take Down	TM	Vacuum-Cut	TM	Captivate			
LV32	Air Slash	TM	Wide Slash	TM	Dream Eater			
LV37	Zen Headbutt	TM	Pluck	TM	Recycle			
LV42	Extrasensory	TM	Aerial Ace	TM	Reflect			
LV47	Psycho Shift	TM	Toxic	HM	Defog			
LV52	Roost	TM	Thief	HM	Fly			
LV57	Dream Eater	TM	Sleep Talk					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	37	18	13	18	13	0
10	46	25	18	25	18	1618
20	58	35	24	35	24	36431
30	88	54	43	54	41	113949
40	117	65	53	65	51	280845
50	136	75	63	75	61	545865
60	141	81	69	80	66	913804
70	151	91	79	90	76	1286402
80	161	101	89	100	86	1659744
90	171	111	99	110	96	2033829
100	181	121	109	120	106	2408701

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Noctowl Torc	White Gem
		Joy Globe
		Sky Silk
		Sky Dust
EVOLUTION	Expose Specs	Sky Gem
		Sky Globe
TYPE	White Silk	
	Normal Dust	

No.299 Compass ♂♀



Nosepass

♥ 4

TYPE	ROCK
ABILITY	Sturdy Magnet Pull
FAVORITE GUMMI	Gray Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	66

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle Center B1–B20F
- ● Destiny Tower 11–13F

EVOLUTION
Nosepass → Probopass (p. 622) — Coronet Rock

MOVE LIST

LV1	Tackle	TM	Return	TM	Rest			
LV7	Harden	TM	Thunder	TM	Secret Power			
LV13	Rock Throw	TM	Facade	TM	Protect			
LV19	Block	TM	Endure	TM	Substitute			
LV25	Thunder Wave	TM	Earthquake	TM	Hidden Power			
LV31	Rock Slide	TM	Natural Gift	TM	Attract			
LV37	Sandstorm	TM	Thunderbolt	TM	Frustration			
LV43	Rest	TM	Vacuum-Cut	TM	Captivate			
LV49	Power Gem	TM	Wide Slash	TM	Rock Polish			
LV55	Discharge	TM	Stealth Rock	HM	Rock Smash			
LV61	Stone Edge	TM	Stone Edge	HM	Strength			
LV67	Zap Cannon	TM	Explosion	EGG	Rollout			
LV73	Lock-On	TM	Taunt	EGG	Double-Edge			
LV79	Earth Power	TM	Shock Wave	EGG	Explosion			
TM	Torment	TM	Thunder Wave	EGG	Block			
TM	Swagger	TM	Toxic	EGG	Magnitude			
TM	Rock Slide	TM	Sleep Talk					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	15	18	13	20	0
10	64	25	23	20	24	1511
20	74	31	28	25	29	34023
30	84	36	33	30	34	106420
40	94	44	43	39	43	262288
50	104	54	53	49	53	509797
60	114	65	62	58	64	853424
70	124	75	72	68	74	1201402
80	134	85	82	78	84	1550075
90	144	95	92	88	94	1899442
100	154	105	102	98	104	2249545

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Nose-Torc	Stone Gem
		Rock Globe
EVOLUTION	Probo-Hat	
TYPE	Gray Silk	
	Rock Dust	

No.322 Numb ♂♀



Numel

♥ 4

TYPE	FIRE / GROUND
ABILITY	Oblivious Simple
FAVORITE GUMMI	Red Gummi Brown Gummi
TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Steam Cave 1–8F
- ♥ Dark Crater B1–B11F
- ♥ Giant Volcano 1–9F
- ● Inferno Cave B1–B10F
- ● Zero Isle South B53–B59F
- ● Destiny Tower 53–59F

EVOLUTION
Numel → Camerupt (p. 527) — Lv33

MOVE LIST

LV1	Tackle	TM	Return	TM	Attract			
LV1	Growl	TM	Flamethrower	TM	Frustration			
LV5	Ember	TM	Facade	TM	Captivate			
LV11	Magnitude	TM	Endure	HM	Rock Smash			
LV15	Focus Energy	TM	Earthquake	HM	Strength			
LV21	Take Down	TM	Natural Gift	EGG	Yawn			
LV25	Amnesia	TM	Vacuum-Cut	EGG	AncientPower			
LV31	Lava Plume	TM	Wide Slash	EGG	Rollout			
LV35	Earth Power	TM	Stealth Rock	EGG	Scary Face			
LV41	Earthquake	TM	Fire Blast	EGG	Howl			
LV45	Flamethrower	TM	Toxic	EGG	Mud Bomb			
LV51	Double-Edge	TM	Sleep Talk	EGG	Heat Wave			
TM	Dig	TM	Rest	EGG	Body Slam			
TM	Swagger	TM	Secret Power	EGG	Stomp			
TM	Rock Slide	TM	Protect	EGG	Defense Curl			
TM	Overheat	TM	Substitute					
TM	Will-O-Wisp	TM	Hidden Power					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	27	13	25	12	0
10	48	32	18	29	17	1682
20	68	37	23	34	21	37860
30	98	44	30	41	28	118419
40	121	57	43	54	41	291861
50	137	66	52	64	51	567276
60	142	72	58	69	56	949647
70	152	82	68	79	66	1336860
80	162	92	78	89	76	1724846
90	172	102	88	99	86	2113604
100	182	112	98	109	96	2503181

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Numel Bow	Fiery Gem
		Fiery Globe
		Brown Silk
		Ground Dust
EVOLUTION	Erupt Scarf	Earth Gem
		Terra Globe
TYPE	Red Silk	
	Fire Dust	

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No.274 Wily ♂♀



Nuzleaf

TYPE: GRASS / DARK

ABILITY: Chlorophyll, Early Bird

FAVORITE GUMMI: Grass Gummi, Black Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	48

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Midnight Forest B1–B24F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle Center B23–B25F
- ■ Fortune Ravine Depths B1–B6F

EVOLUTION
- Seedot (p. 635)
- Lv14
- Nuzleaf
- Leaf Stone
- Shiftry (p. 639)

MOVE LIST

LV1	Pound	TM	Return	TM	Toxic		
LV1	Razor Leaf	TM	Facade	TM	Thief		
LV3	Harden	TM	Brick Break	TM	Fling		
LV7	Growth	TM	Giga Drain	TM	Sleep Talk		
LV13	Nature Power	TM	Grass Knot	TM	Rest		
LV19	Fake Out	TM	Endure	TM	Hyper Beam		
LV25	Torment	TM	Embargo	TM	Secret Power		
LV31	Faint Attack	TM	Psych Up	TM	Flash		
LV37	Razor Wind	TM	Natural Gift	TM	Protect		
LV43	Swagger	TM	Payback	TM	Substitute		
LV49	Extrasensory	TM	Shadow Ball	TM	Hidden Power		
TM	Dark Pulse	TM	Vacuum-Cut	TM	Attract		
TM	Dig	TM	Wide Slash	TM	Frustration		
TM	Torment	TM	SolarBeam	TM	Captivate		
TM	Swagger	TM	Explosion	HM	Cut		
TM	Rock Slide	TM	Bullet Seed	HM	Rock Smash		
TM	Energy Ball	TM	Swords Dance	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	20	15	20	15	0
10	40	27	20	27	20	1441
20	60	41	29	41	29	32449
30	79	55	40	55	38	101496
40	89	64	46	65	45	250152
50	94	69	51	70	50	486207
60	99	75	57	75	55	813934
70	109	85	67	85	65	1145811
80	119	95	77	95	75	1478350
90	129	105	87	105	85	1811551
100	139	115	97	115	95	2145454

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nuzleaf Bow	TYPE	Grass Gem
			Soothe Globe
			Black Silk
			Dark Dust
EVOLUTION	Seedot Hat		Dark Gem
	Shiftry Belt		Dusk Globe
TYPE	Grass Silk		
	Grass Dust		



No.224 Jet ♂♀

FOOTPRINT



Octillery

TYPE: WATER

ABILITY: Suction Cups, Sniper

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	142

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Surrounded Sea B1–Depths B19F
- ♥ Miracle Sea B1–B3F
- ♥ Bottomless Sea B1–B49F
- ● Treacherous Waters B1–B15F
- ● Zero Isle North B11–B15, B41–B50F
- ● Zero Isle East B35–B39F
- ● Zero Isle West B11–B15F

EVOLUTION
- Remoraid (p. 629)
- Lv25
- Octillery

MOVE LIST

LV1	Aurora Beam	TM	Swagger	TM	Toxic	HM	Waterfall
LV1	Constrict	TM	Energy Ball	TM	Thief	HM	Surf
LV1	Psybeam	TM	Return	TM	Sleep Talk		
LV2	Gunk Shot	TM	Flamethrower	TM	Rest		
LV3	Rock Blast	TM	Facade	TM	Hyper Beam		
LV4	Water Gun	TM	Giga Impact	TM	Secret Power		
LV6	Constrict	TM	Endure	TM	Blizzard		
LV10	Psybeam	TM	Psychic	TM	Sludge Bomb		
LV14	Aurora Beam	TM	Brine	TM	Protect		
LV19	BubbleBeam	TM	Natural Gift	TM	Substitute		
LV23	Focus Energy	TM	Payback	TM	Water Pulse		
LV25	Octazooka	TM	Vacuum-Cut	TM	Hidden Power		
LV29	Bullet Seed	TM	Wide Slash	TM	Attract		
LV36	Wring Out	TM	Fire Blast	TM	Frustration		
LV42	Signal Beam	TM	Bullet Seed	TM	Captivate		
LV48	Ice Beam	TM	Charge Beam	TM	Flash Cannon		
LV55	Hyper Beam	TM	Thunder Wave	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	15	3	15	3	0
10	59	24	19	33	18	1598
20	90	34	29	42	28	35982
30	111	44	39	45	38	112545
40	121	50	44	49	47	277385
50	130	55	48	52	50	539140
60	135	61	52	56	54	902545
70	145	71	62	66	64	1270553
80	155	81	72	76	74	1639295
90	165	91	82	86	84	2008771
100	175	101	92	96	94	2379025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Psy Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Reach Bow		
TYPE	Blue Silk		
	Water Dust		



No.43 Weed ♂♀



Oddish

TYPE: GRASS / POISON

ABILITY: Chlorophyll

FAVORITE GUMMI: Grass Gummi, Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	34

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Apple Woods 1–6F
- ♥ Oran Forest 1–4F
- ♥ Happy Outlook B1–B15F
- ● Zero Isle South B18–B25F
- ● Destiny Tower 19–24F
- ■ Fortune Ravine B3–B5F

EVOLUTION
- Oddish
- Leaf Stone
- Vileplume (p. 667)
- Lv21
- Gloom (p. 562)
- Sun Stone
- Bellossom (p. 520)

MOVE LIST

LV1	Absorb	TM	Grass Knot	TM	Attract		
LV5	Sweet Scent	TM	Endure	TM	Frustration		
LV9	Acid	TM	Natural Gift	TM	Captivate		
LV13	PoisonPowder	TM	Vacuum-Cut	HM	Cut		
LV15	Stun Spore	TM	Wide Slash	EGG	Charm		
LV17	Sleep Powder	TM	SolarBeam	EGG	Tickle		
LV21	Mega Drain	TM	Bullet Seed	EGG	Synthesis		
LV25	Lucky Chant	TM	Swords Dance	EGG	Flail		
LV29	Natural Gift	TM	Toxic	EGG	Swords Dance		
LV33	Moonlight	TM	Sleep Talk	EGG	Ingrain		
LV37	Giga Drain	TM	Rest	EGG	Razor Leaf		
LV41	Petal Dance	TM	Secret Power				
TM	Swagger	TM	Flash				
TM	Energy Ball	TM	Sludge Bomb				
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				
TM	Giga Drain	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	14	7	14	7	0
10	36	21	13	21	13	1488
20	55	38	22	38	22	33494
30	79	50	33	49	33	104764
40	97	60	48	59	48	258207
50	102	65	54	64	55	501865
60	107	71	60	69	60	840146
70	117	81	70	79	70	1182710
80	127	91	80	89	80	1525958
90	137	101	90	99	90	1869890
100	147	111	100	109	100	2214545

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Odd Bow	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Guard Hat		Poison Gem
	Aroma Scarf		Poison Globe
	Bright Tiara		
TYPE	Grass Silk		
	Grass Dust		

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No.138 Spiral ♂♀



Omanyte

♥ 4

TYPE: ROCK / WATER

ABILITY: Swift Swim, Shell Armor

FAVORITE GUMMI: Gray Gummi, Blue Gummi

TERRAIN: Water

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 60%

DAMAGE DEALT BY SIZEBUST ORB: 21

BASE EXP.: 64

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Brine Cave B1–B7F
- ● Zero Isle North B3–B5F
- ● Zero Isle East B14–B18F
- ● Rock/Water Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION
Omanyte → Omastar: Lv40

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	12	11	16	12	0
10	60	20	16	24	17	1544
20	77	27	21	32	25	34756
30	87	35	29	40	35	108712
40	97	45	39	50	45	267937
50	107	55	49	60	55	520775
60	117	65	59	70	65	871802
70	127	75	69	80	75	1227273
80	137	85	79	90	85	1583455
90	147	95	89	100	95	1940345
100	157	105	99	110	105	2297987

MOVE LIST

LV1	Withdraw	TM	Endure	TM	Attract	EGG	Spikes
LV1	Constrict	TM	Brine	TM	Frustration		
LV7	Bite	TM	Natural Gift	TM	Captivate		
LV10	Water Gun	TM	Gyro Ball	TM	Ice Beam		
LV16	Rollout	TM	Vacuum-Cut	TM	Rock Polish		
LV19	Leer	TM	Wide Slash	HM	Rock Smash		
LV25	Mud Shot	TM	Stealth Rock	HM	Waterfall		
LV28	Brine	TM	Toxic	HM	Surf		
LV34	Protect	TM	Thief	EGG	Rock Slide		
LV37	AncientPower	TM	Sleep Talk	EGG	Aurora Beam		
LV43	Tickle	TM	Rest	EGG	Haze		
LV46	Rock Blast	TM	Secret Power	EGG	Wring Out		
LV52	Hydro Pump	TM	Blizzard	EGG	Slam		
TM	Swagger	TM	Protect	EGG	Supersonic		
TM	Rock Slide	TM	Substitute	EGG	Toxic Spikes		
TM	Return	TM	Water Pulse	EGG	Knock Off		
TM	Facade	TM	Hidden Power	EGG	BubbleBeam		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Spike Brooch	Stone Gem
		Rock Globe
		Blue Silk
		Water Dust
EVOLUTION	Aged Scarf	Aqua Gem
		Aqua Globe
TYPE	Gray Silk	
	Rock Dust	



No.139 Spiral ♂♀



Omastar

♥ X

TYPE: ROCK / WATER

ABILITY: Swift Swim, Shell Armor

FAVORITE GUMMI: Gray Gummi, Blue Gummi

TERRAIN: Water

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 80%

DAMAGE DEALT BY SIZEBUST ORB: 34

BASE EXP.: 74

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Brine Cave Pit (Lower B6F)
- ● Zero Isle West B6–B10F

EVOLUTION
Omanyte → Omastar: Lv40

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	10	8	10	8	0
10	68	18	13	18	13	1544
20	85	25	18	26	21	34756
30	95	33	26	34	31	108712
40	105	43	36	44	41	267937
50	115	53	46	54	51	520775
60	125	63	56	64	61	871802
70	135	73	66	74	71	1227273
80	145	83	76	84	81	1583455
90	155	93	86	94	91	1940345
100	165	103	96	104	101	2297987

MOVE LIST

LV1	Bite	TM	Return	TM	Blizzard		
LV1	Withdraw	TM	Facade	TM	Protect		
LV1	Constrict	TM	Giga Impact	TM	Substitute		
LV7	Bite	TM	Endure	TM	Water Pulse		
LV10	Water Gun	TM	Brine	TM	Hidden Power		
LV16	Rollout	TM	Natural Gift	TM	Attract		
LV19	Leer	TM	Gyro Ball	TM	Frustration		
LV25	Mud Shot	TM	Vacuum-Cut	TM	Captivate		
LV28	Brine	TM	Wide Slash	TM	Ice Beam		
LV34	Protect	TM	Stealth Rock	TM	Rock Polish		
LV37	AncientPower	TM	Stone Edge	HM	Rock Smash		
LV40	Spike Cannon	TM	Toxic	HM	Waterfall		
LV48	Tickle	TM	Thief	HM	Surf		
LV56	Rock Blast	TM	Sleep Talk	HM	Rock Climb		
LV67	Hydro Pump	TM	Rest				
TM	Swagger	TM	Hyper Beam				
TM	Rock Slide	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Aged Scarf	Stone Gem
		Rock Globe
		Blue Silk
		Water Dust
EVOLUTION	Spike Brooch	Aqua Gem
		Aqua Globe
TYPE	Gray Silk	
	Rock Dust	

See p.682 for its stats when it appears as a dungeon boss.



No.95 Rock Snake ♂♀



Onix

♥ 1

TYPE: ROCK / GROUND

ABILITY: Rock Head, Sturdy

FAVORITE GUMMI: Gray Gummi, Brown Gummi

TERRAIN: Regular

SIZE: ★★★★

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 140%

DAMAGE DEALT BY SIZEBUST ORB: 76

BASE EXP.: 108

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Chasm Cave B3–B8F
- ♥ Mt. Travail 8–14F
- ● Zero Isle Center B1–B27F
- ■ Upper Spring Cave B4F, Lower B1–B2F
- ■ Dark Wasteland 1–4F

EVOLUTION
Onix → Steelix (p. 652): Metal Coat & Link Cable

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	17	13	8	13	8	0
10	35	22	13	22	12	1712
20	56	32	18	32	18	38550
30	87	42	28	42	28	120579
40	107	52	38	52	38	297184
50	127	62	48	62	48	577622
60	146	73	57	71	59	966966
70	156	83	67	81	69	1361240
80	166	93	77	91	79	1756302
90	176	103	87	101	89	2152150
100	186	113	97	111	99	2548831

MOVE LIST

LV1	Harden	TM	Iron Tail	TM	Explosion	HM	Strength
LV1	Bind	TM	Dig	TM	Taunt	HM	Rock Climb
LV1	Tackle	TM	Torment	TM	Toxic	EGG	Rock Slide
LV3	Mud Sport	TM	Swagger	TM	Sleep Talk	EGG	Rollout
LV6	Screech	TM	Rock Slide	TM	Rest	EGG	Flail
LV9	Rock Throw	TM	Return	TM	Secret Power	EGG	Explosion
LV14	Rage	TM	Facade	TM	Roar	EGG	Block
LV17	Rock Tomb	TM	Endure	TM	Protect	EGG	Defense Curl
LV22	Sandstorm	TM	Psych Up	TM	Substitute	EGG	Rock Blast
LV25	Slam	TM	Earthquake	TM	Hidden Power		
LV30	Rock Polish	TM	Natural Gift	TM	Attract		
LV33	DragonBreath	TM	Payback	TM	Frustration		
LV38	Curse	TM	Gyro Ball	TM	Captivate		
LV41	Iron Tail	TM	Vacuum-Cut	TM	Flash Cannon		
LV46	Sand Tomb	TM	Wide Slash	TM	Dragon Pulse		
LV49	Double-Edge	TM	Stealth Rock	TM	Rock Polish		
LV54	Stone Edge	TM	Stone Edge	HM	Rock Smash		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Trust Brooch	Stone Gem
		Rock Globe
		Brown Silk
		Ground Dust
EVOLUTION	Quartz Torc	Earth Gem
		Terra Globe
TYPE	Gray Silk	
	Rock Dust	

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No.417 EleSquirrel ♂♀



Pachirisu



TYPE: ELECTRIC

ABILITY: Run Away / Pickup

FAVORITE GUMMI: Yellow Gummi

LOCATION: ♥ Foggy Forest 1–11F

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	65

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bide	TM	Grass Knot	TM	Protect		
LV1	Growl	TM	Endure	TM	Substitute		
LV5	Quick Attack	TM	Natural Gift	TM	Hidden Power		
LV9	Charm	TM	Thunderbolt	TM	Attract		
LV13	Spark	TM	Vacuum-Cut	TM	Frustration		
LV17	Endure	TM	Wide Slash	TM	Captivate		
LV21	Swift	TM	Charge Beam	HM	Cut		
LV25	Sweet Kiss	TM	Shock Wave	EGG	Fake Tears		
LV29	Discharge	TM	Thunder Wave	EGG	Flatter		
LV33	Super Fang	TM	Toxic	EGG	Bite		
LV37	Last Resort	TM	U-turn	EGG	Rollout		
TM	Iron Tail	TM	Fling	EGG	Flail		
TM	Dig	TM	Sleep Talk	EGG	Covet		
TM	Swagger	TM	Rest	EGG	Defense Curl		
TM	Return	TM	Light Screen				
TM	Thunder	TM	Secret Power				
TM	Facade	TM	Flash				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	19	8	5	8	7	0
10	30	15	10	15	12	1557
20	50	34	28	34	30	35050
30	79	49	43	49	45	109630
40	99	58	49	59	52	270200
50	109	63	54	64	57	525175
60	119	69	60	69	62	879167
70	129	79	70	79	72	1237642
80	139	89	80	89	82	1596833
90	149	99	90	99	92	1956739
100	159	109	100	109	102	2317402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pachi-Tooth	TYPE	Thunder Gem
	Pachi-Card		Volt Globe
	Rouse Charm		
	Miracle Bow		
EVOLUTION			
TYPE	Yellow Silk		
	Thunder Dust		

No.484 Spatial Unknown



Palkia



TYPE: WATER / DRAGON

ABILITY: Pressure

FAVORITE GUMMI: Blue Gummi / Royal Gummi

LOCATION: ● Spacial Rift Bottom (Deep B10F) * Does not appear once recruited

EVOLUTION: Does not evolve

TERRAIN	Water
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	60
BASE EXP.	129

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scary Face	TM	Facade	TM	Aerial Ace	TM	Hidden Power
LV1	DragonBreath	TM	Brick Break	TM	Shock Wave	TM	Frustration
LV10	Water Pulse	TM	Focus Blast	TM	Thunder Wave	TM	Avalanche
LV20	AncientPower	TM	Focus Punch	TM	Toxic	TM	Dragon Pulse
LV30	Dragon Claw	TM	Giga Impact	TM	Dragon Claw	HM	Ice Beam
LV40	Spacial Rend	TM	Endure	TM	Trick Room	HM	Cut
LV50	Heal Block	TM	Brine	TM	Fling	HM	Rock Smash
LV60	Earth Power	TM	Psych Up	TM	Sleep Talk	HM	Strength
LV70	Slash	TM	Earthquake	TM	Rest	HM	Surf
LV72	Draco Meteor	TM	Natural Gift	TM	Hyper Beam		
LV80	Aqua Tail	TM	Shadow Claw	TM	Secret Power		
LV90	Aura Sphere	TM	Thunderbolt	TM	Bulk Up		
TM	Swagger	TM	Vacuum-Cut	TM	Blizzard		
TM	Rock Slide	TM	Safeguard	TM	Roar		
TM	Return	TM	Wide Slash	TM	Protect		
TM	Flamethrower	TM	Stone Edge	TM	Substitute		
TM	Thunder	TM	Fire Blast	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	55	22	20	25	20	0
10	65	31	29	34	29	4053
20	85	41	39	44	39	51955
30	98	53	49	62	49	155995
40	108	63	62	82	62	377524
50	119	73	73	94	72	728040
60	139	88	93	104	87	1213844
70	159	107	104	115	107	1705774
80	179	117	114	135	118	2198681
90	199	127	124	152	128	2692565
100	218	137	134	162	138	3187484

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Air Blade	TYPE	Aqua Gem
			Aqua Globe
			Royal Silk
			Dragon Dust
EVOLUTION			Dragon Gem
			Dragon Globe
TYPE	Blue Silk		
	Water Dust		

See p.682 for its stats when it appears as a dungeon boss; IQ must be at least ★3–3.5 to know or learn Draco Meteor.

No.46 Mushroom ♂♀



Paras



TYPE: BUG / GRASS

ABILITY: Effect Spore / Dry Skin

FAVORITE GUMMI: Green Gummi / Grass Gummi

LOCATION: ♥ Apple Woods 1–12F ■ Lower Spring Cave B1F–Depths B1F

EVOLUTION: Paras → (Lv24) → Parasect (p. 614)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	40

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scratch	TM	Grass Knot	TM	Protect	EGG	False Swipe
LV6	Stun Spore	TM	Endure	TM	Substitute	EGG	Bug Bite
LV6	PoisonPowder	TM	X-Scissor	TM	False Swipe	EGG	Metal Claw
LV11	Leech Life	TM	Natural Gift	TM	Hidden Power		
LV17	Spore	TM	Vacuum-Cut	TM	Attract		
LV22	Slash	TM	Wide Slash	TM	Frustration		
LV27	Growth	TM	SolarBeam	TM	Captivate		
LV33	Giga Drain	TM	Bullet Seed	HM	Cut		
LV38	Aromatherapy	TM	Aerial Ace	HM	Rock Smash		
LV43	X-Scissor	TM	Swords Dance	EGG	Sweet Scent		
TM	Dig	TM	Toxic	EGG	Screech		
TM	Swagger	TM	Thief	EGG	Pursuit		
TM	Energy Ball	TM	Sleep Talk	EGG	Counter		
TM	Return	TM	Rest	EGG	Cross Poison		
TM	Facade	TM	Secret Power	EGG	Psybeam		
TM	Brick Break	TM	Flash	EGG	Flail		
TM	Giga Drain	TM	Sludge Bomb	EGG	Light Screen		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	7	13	7	0
10	34	20	12	20	12	1581
20	44	30	17	30	17	35592
30	67	44	28	44	28	111326
40	90	56	40	56	40	274380
50	110	66	50	66	50	533298
60	120	76	60	76	60	892765
70	130	86	70	86	70	1256785
80	140	96	80	96	80	1621532
90	150	106	90	106	90	1987004
100	160	116	100	116	100	2353246

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Moving Scarf	TYPE	Guard Gem
			Defend Globe
			Grass Silk
			Grass Dust
EVOLUTION	Firm Hat		Grass Gem
			Soothe Globe
TYPE	Green Silk		
	Wonder Dust		

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No.47 Mushroom ♂♀



Parasect



♥ 0

TYPE BUG / GRASS

ABILITY Effect Spore, Dry Skin

FAVORITE GUMMI Green Gummi, Grass Gummi

LOCATION
- ♥ Mt. Horn 1–7F
- ● Oblivion Forest B1–B14F
- ● Zero Isle West B11–B15F
- ● Zero Isle South B74–B78F
- ● Destiny Tower 74–78F

EVOLUTION



Paras (p. 613) → Lv24 → Parasect

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	49

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Leech Life	TM	Return	TM	Sleep Talk		
LV1	Stun Spore	TM	Facade	TM	Rest		
LV1	PoisonPowder	TM	Brick Break	TM	Hyper Beam		
LV1	Scratch	TM	Giga Impact	TM	Secret Power		
LV3	Cross Poison	TM	Giga Drain	TM	Flash		
LV6	Stun Spore	TM	Grass Knot	TM	Sludge Bomb		
LV6	PoisonPowder	TM	Endure	TM	Protect		
LV11	Leech Life	TM	X-Scissor	TM	Substitute		
LV17	Spore	TM	Natural Gift	TM	False Swipe		
LV22	Slash	TM	Vacuum-Cut	TM	Hidden Power		
LV30	Growth	TM	Wide Slash	TM	Attract		
LV39	Giga Drain	TM	SolarBeam	TM	Frustration		
LV47	Aromatherapy	TM	Bullet Seed	TM	Captivate		
LV55	X-Scissor	TM	Aerial Ace	HM	Cut		
TM	Dig	TM	Swords Dance	HM	Rock Smash		
TM	Swagger	TM	Toxic				
TM	Energy Ball	TM	Thief				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	12	6	12	6	0
10	32	19	11	19	11	1581
20	42	29	16	29	16	35592
30	65	43	27	43	27	111326
40	88	55	39	55	39	274380
50	108	65	49	65	49	533298
60	118	75	59	75	59	892765
70	128	85	69	85	69	1256785
80	138	95	79	95	79	1621532
90	148	105	89	105	89	1987004
100	158	115	99	115	99	2353246

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Firm Hat	TYPE	Guard Gem
			Defend Globe
			Grass Silk
			Grass Dust
EVOLUTION	Moving Scarf		Grass Gem
			Soothe Globe
TYPE	Green Silk		
	Wonder Dust		

No.279 Water Bird ♂♀



Pelipper



♥ 0

TYPE WATER / FLYING

ABILITY Keen Eye

FAVORITE GUMMI Blue Gummi, Sky Gummi

LOCATION
- ♥ Brine Cave B1–B8F
- ♥ Marine Resort 1–18F
- ● Treacherous Waters B7–B15F

EVOLUTION



Wingull (p. 672) → Lv25 → Pelipper

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	96

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Wing Attack	TM	Swagger	TM	Sleep Talk	HM	Surf
LV1	Growl	TM	Return	TM	Rest		
LV1	Water Sport	TM	Facade	TM	Hyper Beam		
LV1	Water Gun	TM	Giga Impact	TM	Steel Wing		
LV6	Supersonic	TM	Endure	TM	Roost		
LV11	Wing Attack	TM	Brine	TM	Secret Power		
LV16	Mist	TM	Natural Gift	TM	Blizzard		
LV19	Water Pulse	TM	Payback	TM	Protect		
LV24	Payback	TM	Vacuum-Cut	TM	Substitute		
LV25	Protect	TM	Wide Slash	TM	Water Pulse		
LV31	Roost	TM	Pluck	TM	Hidden Power		
LV38	Stockpile	TM	Aerial Ace	TM	Attract		
LV38	Swallow	TM	Shock Wave	TM	Frustration		
LV38	Spite	TM	Toxic	TM	Captivate		
LV43	Fling	TM	Thief	TM	Ice Beam		
LV50	Tailwind	TM	U-turn	HM	Defog		
LV57	Hydro Pump	TM	Fling	HM	Fly		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	7	8	6	5	0
10	31	15	13	14	13	1590
20	55	33	28	32	28	35790
30	85	43	38	38	38	111946
40	104	53	48	48	48	275909
50	114	63	58	58	58	536270
60	124	73	68	68	68	897742
70	134	83	78	78	78	1263791
80	144	93	88	88	88	1630570
90	154	103	98	98	98	1998080
100	164	113	108	108	108	2366363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Stock Scarf	TYPE	Aqua Gem
			Aqua Globe
			Sky Silk
			Sky Dust
EVOLUTION	Wingull Bow		Sky Gem
			Sky Globe
TYPE	Blue Silk		
	Water Dust		

No.53 Classy Cat ♂♀



Persian



FOOTPRINT

♥ 0

TYPE NORMAL

ABILITY Limber, Technician

FAVORITE GUMMI White Gummi

LOCATION
- ● The Nightmare B5–B17F
- ♥ Happy Outlook B1–B15F
- ● Zero Isle North B1–B5F

EVOLUTION



Meowth (p. 599) → Lv28 → Persian

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	89

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bite	LV68	Feint	TM	Thunderbolt	TM	Hidden Power
LV1	Growl	TM	Iron Tail	TM	Vacuum-Cut	TM	Attract
LV1	Fake Out	TM	Dark Pulse	TM	Wide Slash	TM	Frustration
LV1	Scratch	TM	Dig	TM	Taunt	TM	Captivate
LV3	Switcheroo	TM	Torment	TM	Shock Wave	TM	Dream Eater
LV6	Bite	TM	Swagger	TM	Toxic	TM	Cut
LV9	Fake Out	TM	Return	TM	Thief		
LV14	Fury Swipes	TM	Thunder	TM	U-turn		
LV17	Screech	TM	Facade	TM	Sleep Talk		
LV22	Faint Attack	TM	Giga Impact	TM	Rest		
LV25	Taunt	TM	Endure	TM	Hyper Beam		
LV32	Power Gem	TM	Embargo	TM	Secret Power		
LV37	Slash	TM	Psych Up	TM	Flash		
LV44	Nasty Plot	TM	Natural Gift	TM	Roar		
LV49	Assurance	TM	Payback	TM	Protect		
LV56	Captivate	TM	Shadow Claw	TM	Substitute		
LV61	Night Slash	TM	Shadow Ball	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	2	4	4	4	0
10	55	20	22	22	22	1712
20	83	40	37	42	37	38552
30	103	51	49	53	49	120585
40	117	61	57	62	57	297199
50	127	69	58	70	66	577651
60	137	79	68	80	67	967015
70	147	89	78	90	77	1361310
80	157	99	88	100	87	1756392
90	167	109	98	110	97	2152260
100	177	119	108	120	107	2548961

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Persian Claw	TYPE	White Gem
	Persian Fang		Joy Globe
	Insight Rock		
	Noble Scarf		
EVOLUTION	Meowth Claw		
	Meowth Fang		
	Coin Charm		
	Bling Ruff		
TYPE	White Silk		
	Normal Dust		

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HERO / PARTNER



No.231 Long Nose ♂♀

Phanpy

5

FOOTPRINT



LOCATION
- ♥ Amp Plains 1–8F
- ♥ Marine Resort 1–18F
- ● Ice/Ground Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION

Phanpy → Lv25 → Donphan (p. 544)

TYPE	ABILITY	FAVORITE GUMMI
GROUND	Pickup	Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	9

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Facade	TM	Captivate
LV1	Growl	TM	Endure	HM	Rock Smash
LV3	Defense Curl	TM	Earthquake	HM	Strength
LV6	Flail	TM	Natural Gift	EGG	Snore
LV6	Odor Sleuth	TM	Vacuum-Cut	EGG	Counter
LV10	Take Down	TM	Wide Slash	EGG	Endeavor
LV15	Rollout	TM	Stealth Rock	EGG	Focus Energy
LV19	Natural Gift	TM	Toxic	EGG	AncientPower
LV24	Slam	TM	Sleep Talk	EGG	Ice Shard
LV28	Endure	TM	Rest	EGG	Fissure
LV33	Charm	TM	Secret Power	EGG	Body Slam
LV37	Last Resort	TM	Roar	*1	AncientPower
LV42	Double-Edge	TM	Protect		
TM	Iron Tail	TM	Substitute		
TM	Swagger	TM	Hidden Power		
TM	Rock Slide	TM	Attract		
TM	Return	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	2	2	3	3	0
10	49	20	26	21	27	1612
20	78	33	39	34	40	36293
30	97	43	49	44	50	113519
40	107	53	59	54	60	279785
50	117	63	69	63	69	543805
60	127	72	78	64	70	910355
70	137	73	79	74	80	1281547
80	147	83	89	84	90	1653480
90	157	93	99	94	100	2026152
100	167	103	109	104	110	2399610

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Phanpy Claw	TYPE	Earth Gem
	Phanpy Card		Terra Globe
EVOLUTION	Phanpy Tag		
	Value Ruff		
	Donphan Fang		
	Donphan Card		
	Don-Crest		
TYPE	Armor Scarf		
	Brown Silk		
	Ground Dust		

*1 Knows this move if it's the hero or partner; cannot remember this move once it is forgotten.



No.489 Sea Drifter Unknown

Phione

X



LOCATION
(Does not appear in dungeons)

EVOLUTION



Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
WATER	Hydration	Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	–

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bubble	TM	Psych Up	TM	Frustration
LV1	Water Sport	TM	Natural Gift	TM	Ice Beam
LV9	Charm	TM	Vacuum-Cut	HM	Waterfall
LV16	Supersonic	TM	Safeguard	HM	Surf
LV24	BubbleBeam	TM	Wide Slash		
LV31	Acid Armor	TM	Dive		
LV39	Whirlpool	TM	Toxic		
LV46	Water Pulse	TM	U-turn		
LV54	Aqua Ring	TM	Fling		
LV61	Dive	TM	Sleep Talk		
LV69	Rain Dance	TM	Rest		
TM	Swagger	TM	Secret Power		
TM	Return	TM	Blizzard		
TM	Facade	TM	Protect		
TM	Grass Knot	TM	Substitute		
TM	Endure	TM	Water Pulse		
TM	Brine	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	5	10	5	5	0
10	34	14	19	14	14	1357
20	44	24	29	24	24	30547
30	54	34	39	34	34	95545
40	64	44	49	44	44	235486
50	74	54	59	54	54	457703
60	84	64	69	64	64	766217
70	94	74	79	74	74	1078637
80	104	84	89	84	84	1391681
90	114	94	99	94	94	1705348
100	124	104	109	104	104	2019675

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Marine Cache	TYPE	Water Dust
	Phione Song		Aqua Gem
	Phione Card		Aqua Globe
	Wave Jewel		
	Ripple Cape		
EVOLUTION			
	Blue Silk		



No.172 Tiny Mouse ♂♀

Pichu

3



LOCATION
- ♥ Amp Plains 9F–Far 4F

EVOLUTION

Pichu → IQ of at least ★2–2.5 → Pikachu (p. 617) → Thunderstone → Raichu (p. 625)

TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC	Static	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	11

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Charm	TM	Charge Beam	EGG	DoubleSlap
LV1	ThunderShock	TM	Shock Wave	EGG	Bide
LV5	Tail Whip	TM	Thunder Wave	EGG	ThunderPunch
LV10	Thunder Wave	TM	Toxic	EGG	Reversal
LV13	Sweet Kiss	TM	Fling	EGG	Tickle
LV18	Nasty Plot	TM	Sleep Talk	EGG	Charge
TM	Iron Tail	TM	Rest	EGG	Wish
TM	Swagger	TM	Light Screen	EGG	Fake Out
TM	Return	TM	Secret Power	EGG	Present
TM	Thunder	TM	Flash	EGG	Volt Tackle
TM	Facade	TM	Protect		
TM	Grass Knot	TM	Substitute		
TM	Endure	TM	Hidden Power		
TM	Natural Gift	TM	Attract		
TM	Thunderbolt	TM	Frustration		
TM	Vacuum-Cut	TM	Captivate		
TM	Wide Slash	EGG	Encore		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	1	1	1	1	0
10	47	19	16	19	16	1679
20	77	36	33	36	32	37798
30	97	50	46	50	45	118225
40	113	60	58	60	58	291384
50	123	76	58	76	65	566349
60	128	86	68	86	66	948095
70	138	96	78	96	76	1334676
80	148	106	88	106	86	1722027
90	158	116	98	116	96	2110150
100	168	126	108	126	106	2499090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pichu Hair		Raichu Card
	Pichu Card		Raichu Crest
	Express Tag		Zapper Scarf
	Shocker Cape		Yellow Silk
	Thundershard	TYPE	Thunder Dust
EVOLUTION	Pikachu Hair		Thunder Gem
	Pikachu Card		Volt Globe
	Volt Charm		
	Volt Torc		
	Raichu Hair		

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No.18 Bird ♂♀



Pidgeot

♥ 0

TYPE NORMAL / FLYING

ABILITY Keen Eye, Tangled Feet

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	91

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Concealed Ruins B21–B29F
- ♥ Mt. Mistral 1–19F
- ♥ World Abyss B21–B29F

EVOLUTION
Pidgey → Lv18 → Pidgeotto → Lv36 → Pidgeot

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	20	13	25	13	0
10	48	34	18	36	18	1613
20	68	44	27	46	26	36314
30	88	54	37	56	36	113584
40	100	64	47	66	46	279944
50	110	74	57	76	55	544114
60	120	84	67	86	56	910872
70	130	94	77	96	66	1282275
80	140	104	87	106	76	1654419
90	150	114	97	116	86	2027304
100	160	124	107	126	96	2400974

MOVE LIST

LV1	Gust	TM	Return	TM	Secret Power
LV1	Sand-Attack	TM	Facade	TM	Protect
LV1	Tackle	TM	Giga Impact	TM	Substitute
LV1	Quick Attack	TM	Endure	TM	Hidden Power
LV5	Sand-Attack	TM	Natural Gift	TM	Attract
LV9	Gust	TM	Vacuum-Cut	TM	Frustration
LV13	Quick Attack	TM	Wide Slash	TM	Captivate
LV17	Whirlwind	TM	Pluck	HM	Defog
LV22	Twister	TM	Aerial Ace	HM	Fly
LV27	FeatherDance	TM	Toxic		
LV32	Agility	TM	Thief		
LV38	Wing Attack	TM	U-turn		
LV44	Roost	TM	Sleep Talk		
LV50	Tailwind	TM	Rest		
LV56	Mirror Move	TM	Hyper Beam		
LV62	Air Slash	TM	Steel Wing		
TM	Swagger	TM	Roost		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Pidgeot Torc	White Gem
		Joy Globe
		Sky Silk
		Sky Dust
EVOLUTION	Pidgey Bow	Sky Gem
	Pidgeo-Scarf	Sky Globe
TYPE	White Silk	
	Normal Dust	



No.17 Bird ♂♀



Pidgeotto

♥ 0

TYPE NORMAL / FLYING

ABILITY Keen Eye, Tangled Feet

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	38

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Concealed Ruins B11–B20F
- ♥ World Abyss B1–B20F

EVOLUTION
Pidgey → Lv18 → Pidgeotto → Lv36 → Pidgeot

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	15	9	20	11	0
10	38	29	14	31	16	1417
20	58	39	23	41	24	31899
30	78	49	33	51	34	99775
40	90	59	43	61	44	245912
50	100	69	53	71	53	477967
60	110	79	63	81	54	800138
70	120	89	73	91	64	1126390
80	130	99	83	101	74	1453293
90	140	109	93	111	84	1780847
100	150	119	103	121	94	2109090

MOVE LIST

LV1	Gust	TM	Facade	TM	Hidden Power
LV1	Sand-Attack	TM	Endure	TM	Attract
LV1	Tackle	TM	Natural Gift	TM	Frustration
LV5	Sand-Attack	TM	Vacuum-Cut	TM	Captivate
LV9	Gust	TM	Wide Slash	HM	Defog
LV13	Quick Attack	TM	Pluck	HM	Fly
LV17	Whirlwind	TM	Aerial Ace		
LV22	Twister	TM	Toxic		
LV27	FeatherDance	TM	Thief		
LV32	Agility	TM	U-turn		
LV37	Wing Attack	TM	Sleep Talk		
LV42	Roost	TM	Rest		
LV47	Tailwind	TM	Steel Wing		
LV52	Mirror Move	TM	Roost		
LV57	Air Slash	TM	Secret Power		
TM	Swagger	TM	Protect		
TM	Return	TM	Substitute		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Pidgeo-Scarf	White Gem
		Joy Globe
		Sky Silk
		Sky Dust
EVOLUTION	Pidgey Bow	Sky Gem
	Pidgeot Torc	Sky Globe
TYPE	White Silk	
	Normal Dust	



No.16 Tiny Bird ♂♀



Pidgey

♥ 5

FOOTPRINT: Y

TYPE NORMAL / FLYING

ABILITY Keen Eye, Tangled Feet

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	16
BASE EXP.	9

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Concealed Ruins B1–B10F
- ♥ World Abyss B1–B10F
- ● Zero Isle South B1–B3F
- ● Destiny Tower 1–3F

EVOLUTION
Pidgey → Lv18 → Pidgeotto → Lv36 → Pidgeot

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	4	4	5	5	0
10	28	18	9	16	10	1417
20	48	28	18	26	18	31899
30	68	38	28	36	28	99775
40	80	48	38	46	38	245912
50	90	58	48	56	47	477967
60	100	68	58	66	48	800138
70	110	78	68	76	58	1126390
80	120	88	78	86	68	1453293
90	130	98	88	96	78	1780847
100	140	108	98	106	88	2109090

MOVE LIST

LV1	Tackle	TM	Natural Gift	TM	Frustration
LV5	Sand-Attack	TM	Vacuum-Cut	TM	Captivate
LV9	Gust	TM	Wide Slash	HM	Defog
LV13	Quick Attack	TM	Pluck	HM	Fly
LV17	Whirlwind	TM	Aerial Ace	EGG	Air Cutter
LV21	Twister	TM	Toxic	EGG	Air Slash
LV25	FeatherDance	TM	Thief	EGG	Pursuit
LV29	Agility	TM	U-turn	EGG	Uproar
LV33	Wing Attack	TM	Sleep Talk	EGG	Faint Attack
LV37	Roost	TM	Rest	EGG	Steel Wing
LV41	Tailwind	TM	Steel Wing	EGG	Brave Bird
LV45	Mirror Move	TM	Roost	EGG	Foresight
LV49	Air Slash	TM	Secret Power		
TM	Swagger	TM	Protect		
TM	Return	TM	Substitute		
TM	Facade	TM	Hidden Power		
TM	Endure	TM	Attract		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Pidgey Bow	White Gem
		Joy Globe
		Sky Silk
		Sky Dust
EVOLUTION	Pidgeo-Scarf	Sky Gem
	Pidgeot Torc	Sky Globe
TYPE	White Silk	
	Normal Dust	

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HERO
PARTNER

No.25 Mouse ♂♀



Pikachu

FOOTPRINT



LOCATION
- ♥ Amp Plains 9F–Far 4F
- ● Zero Isle East B23–B28F
- ● Zero Isle West B21–B30F

EVOLUTION
- Pichu (p. 615)
- Pikachu — IQ of at least ★2–2.5
- Raichu (p. 625) — Thunderstone

TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC	Static	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	ThunderShock	TM	Thunder	TM	Light Screen		
LV1	Growl	TM	Facade	TM	Secret Power		
LV5	Tail Whip	TM	Brick Break	TM	Flash		
LV10	Thunder Wave	TM	Focus Punch	TM	Protect		
LV13	Quick Attack	TM	Grass Knot	TM	Substitute		
LV18	Double Team	TM	Endure	TM	Hidden Power		
LV21	Slam	TM	Natural Gift	TM	Attract		
LV26	Thunderbolt	TM	Thunderbolt	TM	Frustration		
LV29	Feint	TM	Vacuum-Cut	TM	Captivate		
LV34	Agility	TM	Wide Slash	HM	Rock Smash		
LV37	Discharge	TM	Charge Beam	HM	Strength		
LV42	Light Screen	TM	Shock Wave				
LV45	Thunder	TM	Thunder Wave				
TM	Iron Tail	TM	Toxic				
TM	Dig	TM	Fling				
TM	Swagger	TM	Sleep Talk				
TM	Return	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	3	3	3	3	0
10	47	21	18	21	18	1679
20	77	38	35	38	34	37798
30	97	52	48	52	47	118225
40	113	62	60	62	60	291384
50	123	78	60	78	67	566349
60	128	88	70	88	68	948095
70	138	98	80	98	78	1334676
80	148	108	90	108	88	1722027
90	158	118	100	118	98	2110150
100	168	128	110	128	108	2499090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pikachu Hair		Raichu Crest
	Pikachu Card		Zapper Scarf
	Volt Charm	TYPE	Yellow Silk
	Volt Torc		Thunder Dust
EVOLUTION	Pichu Hair		Thunder Gem
	Pichu Card		Volt Globe
	Express Tag		
	Shocker Cape		
	Raichu Hair		
	Raichu Card		

No.221 Swine ♂♀



Piloswine



LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B60–B67F
- ● Zero Isle Center B14–B16F
- ● Destiny Tower 60–67F

EVOLUTION
- Swinub (p. 655)
- Piloswine — Lv33
- Mamoswine (p. 594) — LM: AncientPower

TYPE	ABILITY	FAVORITE GUMMI
ICE / GROUND	Oblivious Snow Cloak	Clear Gummi Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	78

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Odor Sleuth	TM	Dig	TM	Light Screen		
LV1	AncientPower	TM	Swagger	TM	Secret Power		
LV1	Powder Snow	TM	Rock Slide	TM	Blizzard		
LV1	Peck	TM	Return	TM	Roar		
LV4	Mud Sport	TM	Facade	TM	Protect		
LV8	Powder Snow	TM	Giga Impact	TM	Substitute		
LV13	Mud-Slap	TM	Endure	TM	Hidden Power		
LV16	Endure	TM	Earthquake	TM	Attract		
LV20	Mud Bomb	TM	Natural Gift	TM	Frustration		
LV25	Icy Wind	TM	Vacuum-Cut	TM	Captivate		
LV28	Ice Fang	TM	Wide Slash	TM	Avalanche		
LV32	Take Down	TM	Stealth Rock	TM	Reflect		
LV33	Fury Attack	TM	Stone Edge	TM	Ice Beam		
LV40	Earthquake	TM	Toxic	HM	Rock Smash		
LV48	Mist	TM	Sleep Talk	HM	Strength		
LV56	Blizzard	TM	Rest				
LV65	Amnesia	TM	Hyper Beam				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	17	6	15	6	0
10	26	24	11	22	11	1748
20	54	32	24	29	24	39346
30	77	42	32	39	33	123067
40	97	53	42	50	41	303317
50	117	73	52	70	51	589541
60	136	93	61	80	59	986920
70	146	107	71	90	69	1389331
80	156	117	81	100	79	1792545
90	166	127	91	110	89	2196561
100	176	137	101	120	99	2601428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Frost Torc		Icy Gem
			Icy Globe
		TYPE	Brown Silk
			Ground Dust
EVOLUTION	Frigid Bow		Earth Gem
	Glacier Cape		Terra Globe
TYPE	Clear Silk		
	Icy Dust		

No.204 Bagworm ♂♀



Pineco



LOCATION
- ♥ Mt. Horn 8–14F
- ● Zero Isle East B13–B17F
- ● Zero Isle West B20–B25F
- ● Zero Isle South B63–B67F
- ● Destiny Tower 63–67F
- ■ Fortune Ravine Depths B1–B6F

EVOLUTION
- Pineco — Lv31
- Forretress (p. 556)

TYPE	ABILITY	FAVORITE GUMMI
BUG	Sturdy	Green Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	48

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Return	TM	Secret Power	EGG	Reflect
LV1	Protect	TM	Facade	TM	Protect	EGG	Revenge
LV6	Selfdestruct	TM	Giga Drain	TM	Substitute		
LV9	Bug Bite	TM	Endure	TM	Hidden Power		
LV12	Take Down	TM	Earthquake	TM	Attract		
LV17	Rapid Spin	TM	Natural Gift	TM	Frustration		
LV20	Bide	TM	Payback	TM	Captivate		
LV23	Natural Gift	TM	Gyro Ball	TM	Reflect		
LV28	Spikes	TM	Vacuum-Cut	HM	Rock Smash		
LV31	Payback	TM	Wide Slash	HM	Strength		
LV34	Iron Defense	TM	Stealth Rock	EGG	Counter		
LV34	Explosion	TM	SolarBeam	EGG	Flail		
LV42	Gyro Ball	TM	Explosion	EGG	Double-Edge		
LV45	Double-Edge	TM	Toxic	EGG	Sand Tomb		
TM	Dig	TM	Sleep Talk	EGG	Swift		
TM	Swagger	TM	Rest	EGG	Toxic Spikes		
TM	Rock Slide	TM	Light Screen	EGG	Pin Missile		

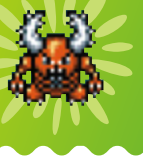
LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	12	6	12	5	0
10	40	19	12	19	11	1593
20	55	29	20	29	19	35869
30	71	41	27	40	26	112192
40	91	61	57	60	56	276515
50	101	71	67	70	66	537448
60	111	81	77	80	76	899713
70	121	91	87	90	86	1266565
80	131	101	97	100	96	1634150
90	141	111	107	110	106	2002466
100	151	121	117	120	116	2371558

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Robust Bow	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Dense Poncho		
TYPE	Green Silk		
	Wonder Dust		

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No.127 Stag Beetle ♂♀

Pinsir



FOOTPRINT

TYPE: BUG

ABILITY: Hyper Cutter / Mold Breaker

FAVORITE GUMMI: Green Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	67

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Forest Path 1–5F
- Foggy Forest 7–11F
- Oblivion Forest B1–B14F
- Zero Isle North B16–B20F
- Zero Isle East B18–B22F
- Zero Isle West B16–B20F
- Destiny Tower 33–39F

EVOLUTION: Does not evolve

MOVE LIST

LV1	Focus Energy	TM	Return	TM	Fling	EGG	Close Combat
LV1	ViceGrip	TM	Facade	TM	Sleep Talk	EGG	Flail
LV4	Bind	TM	Brick Break	TM	Rest	EGG	Faint Attack
LV8	Seismic Toss	TM	Focus Blast	TM	Hyper Beam	EGG	Quick Attack
LV13	Harden	TM	Focus Punch	TM	Secret Power	EGG	Feint
LV18	Revenge	TM	Giga Impact	TM	Bulk Up	EGG	Fury Attack
LV21	Brick Break	TM	Endure	TM	Protect	EGG	False Swipe
LV25	Vital Throw	TM	X-Scissor	TM	Substitute		
LV30	X-Scissor	TM	Earthquake	TM	False Swipe		
LV35	Thrash	TM	Natural Gift	TM	Hidden Power		
LV38	Swords Dance	TM	Vacuum-Cut	TM	Attract		
LV42	Submission	TM	Wide Slash	TM	Frustration		
LV47	Guillotine	TM	Stealth Rock	TM	Captivate		
LV52	Superpower	TM	Stone Edge	HM	Cut		
TM	Dig	TM	Swords Dance	HM	Rock Smash		
TM	Swagger	TM	Toxic	HM	Strength		
TM	Rock Slide	TM	Thief	HM	Rock Climb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	20	5	16	7	0
10	32	24	10	21	11	1744
20	58	40	25	38	24	39253
30	85	50	35	49	34	122778
40	105	60	45	59	44	302605
50	125	70	55	69	54	588158
60	144	81	64	78	65	984604
70	154	91	74	88	75	1386071
80	164	101	84	98	85	1788339
90	174	111	94	108	95	2191407
100	184	121	104	118	105	2595324

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pinsir Sash	TYPE	Guard Gem
			Defend Globe
EVOLUTION			
TYPE	Green Silk		
	Wonder Dust		



HERO / PARTNER

No.393 Penguin ♂♀

Piplup



FOOTPRINT

TYPE: WATER

ABILITY: Torrent

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Blizzard Island 1–20F
- Crevice Cave B1–B4F
- Mt. Avalanche 1–19F
- Zero Isle West B1–B3F

EVOLUTION
- Piplup
- Lv16
- Prinplup (p. 622)
- Lv36
- Empoleon (p. 551)

MOVE LIST

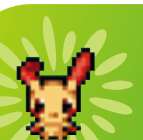
LV1	Pound	TM	Brick Break	TM	Substitute	EGG	Supersonic
LV4	Growl	TM	Grass Knot	TM	Water Pulse	EGG	Mud Sport
LV8	Bubble	TM	Endure	TM	Hidden Power	EGG	Mud-Slap
LV11	Water Sport	TM	Brine	TM	Attract	EGG	Hydro Pump
LV15	Peck	TM	Natural Gift	TM	Frustration		
LV18	BubbleBeam	TM	Vacuum-Cut	TM	Captivate		
LV22	Bide	TM	Wide Slash	TM	Ice Beam		
LV25	Fury Attack	TM	Stealth Rock	HM	Cut		
LV29	Brine	TM	Pluck	HM	Defog		
LV32	Whirlpool	TM	Aerial Ace	HM	Waterfall		
LV36	Mist	TM	Toxic	HM	Surf		
LV39	Drill Peck	TM	Fling	EGG	Aqua Ring		
LV43	Hydro Pump	TM	Sleep Talk	EGG	Yawn		
TM	Dig	TM	Rest	EGG	Snore		
TM	Swagger	TM	Secret Power	EGG	Agility		
TM	Return	TM	Blizzard	EGG	Flail		
TM	Facade	TM	Protect	EGG	Double Hit		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	3	5	4	4	0
10	50	21	19	22	18	1736
20	80	40	36	42	35	39086
30	105	51	49	53	49	122256
40	119	61	59	63	59	301318
50	129	71	68	73	68	585656
60	139	81	69	83	69	980416
70	149	91	79	93	79	1380175
80	159	101	89	103	89	1780732
90	169	111	99	113	99	2182086
100	179	121	109	123	109	2584285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Piplup Foam		Empol-Seal
	Piplup Card		Marine Crown
	Sea Ore		Blue Silk
	Water Cape	TYPE	Water Dust
EVOLUTION	Prin-Foam		Aqua Gem
	Prin-Card		Aqua Globe
	Prin-Crest		
	Aqua Blade		
	Empol-Claw		
	Empol-Horn		



No.311 Cheering ♂♀

Plusle



TYPE: ELECTRIC

ABILITY: Plus

FAVORITE GUMMI: Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	83

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Amp Plains 1–5F
- Southeastern Islands B1–B24F
- Zero Isle North B11–B15F
- Zero Isle East B16–B21F
- Zero Isle West B11–B15F
- Zero Isle South B17–B20F
- Destiny Tower 17–20F

EVOLUTION: Does not evolve

MOVE LIST

LV1	Growl	TM	Swagger	TM	Light Screen		
LV3	Thunder Wave	TM	Return	TM	Secret Power		
LV7	Quick Attack	TM	Thunder	TM	Flash		
LV10	Helping Hand	TM	Facade	TM	Protect		
LV15	Spark	TM	Grass Knot	TM	Substitute		
LV17	Encore	TM	Endure	TM	Hidden Power		
LV21	Fake Tears	TM	Natural Gift	TM	Attract		
LV24	Copycat	TM	Thunderbolt	TM	Frustration		
LV29	Swift	TM	Vacuum-Cut	TM	Captivate		
LV31	Fake Tears	TM	Wide Slash	EGG	Sing		
LV35	Charge	TM	Charge Beam	EGG	Sweet Kiss		
LV38	Thunder	TM	Shock Wave	EGG	Wish		
LV42	Baton Pass	TM	Thunder Wave	EGG	Substitute		
LV44	Agility	TM	Toxic				
LV48	Last Resort	TM	Fling				
LV51	Nasty Plot	TM	Sleep Talk				
TM	Iron Tail	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	11	13	12	13	0
10	51	18	18	19	18	1403
20	61	28	23	29	23	31582
30	83	48	43	49	43	98783
40	101	59	52	61	53	243466
50	106	64	57	66	58	473213
60	111	69	62	71	63	792181
70	116	74	67	76	68	1115189
80	121	80	73	81	73	1438841
90	131	90	83	91	83	1763137
100	141	100	93	101	93	2088116

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Plusle Tail	TYPE	Thunder Gem
	Plusle Card		Volt Globe
	Cheer Rock		
	Pulse Bow		
EVOLUTION			
TYPE	Yellow Silk		
	Thunder Dust		

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No.186 Frog ♂♀



Politoed

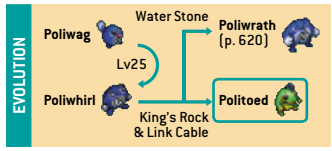
♥ 0

FOOTPRINT



LOCATION
- ♥ Lake Afar B1–B24F
- ● Destiny Tower 90–99F

EVOLUTION



TYPE	WATER
ABILITY	Water Absorb Damp
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	149

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	DoubleSlap	TM	Earthquake	TM	Attract		
LV1	Hypnosis	TM	Natural Gift	TM	Frustration		
LV1	BubbleBeam	TM	Payback	TM	Captivate		
LV1	Perish Song	TM	Vacuum-Cut	TM	Ice Beam		
LV27	Swagger	TM	Wide Slash	HM	Rock Smash		
LV37	Bounce	TM	Toxic	HM	Strength		
LV48	Hyper Voice	TM	Thief	HM	Waterfall		
TM	Dig	TM	Fling	HM	Surf		
TM	Swagger	TM	Sleep Talk				
TM	Return	TM	Rest				
TM	Facade	TM	Hyper Beam				
TM	Brick Break	TM	Secret Power				
TM	Focus Blast	TM	Blizzard				
TM	Focus Punch	TM	Protect				
TM	Giga Impact	TM	Substitute				
TM	Endure	TM	Water Pulse				
TM	Psychic	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	36	16	12	12	14	0
10	53	31	21	25	23	1605
20	83	48	36	41	38	36129
30	106	58	40	51	42	113006
40	116	67	46	61	49	278521
50	121	72	51	66	54	541347
60	126	78	57	71	59	906241
70	136	88	67	81	69	1275755
80	146	98	77	91	79	1646007
90	156	108	87	101	89	2016996
100	166	118	97	111	99	2388766

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rain Crown	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Damp Bow		
	Poli-Bow		
	Bold Belt		
TYPE	Blue Silk		
	Water Dust		

No.60 Tadpole ♂♀



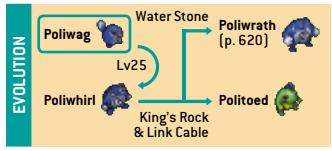
Poliwag

♥ 4



LOCATION
- ♥ Waterfall Cave B1–B8F
- ♥ Serenity River B1–B7F
- ● Star Cave B1–B7F
- ● Zero Isle South B24–B28F
- ● Destiny Tower 24–28F
- ■ Star Cave B1–B7F

EVOLUTION



TYPE	WATER
ABILITY	Water Absorb Damp
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	24

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Water Sport	TM	Endure	TM	Captivate		
LV5	Bubble	TM	Psychic	TM	Ice Beam		
LV8	Hypnosis	TM	Natural Gift	HM	Waterfall		
LV11	Water Gun	TM	Vacuum-Cut	HM	Surf		
LV15	DoubleSlap	TM	Wide Slash	EGG	Ice Ball		
LV18	Rain Dance	TM	Toxic	EGG	Endeavor		
LV21	Body Slam	TM	Thief	EGG	Haze		
LV25	BubbleBeam	TM	Sleep Talk	EGG	Mind Reader		
LV28	Mud Shot	TM	Rest	EGG	Mist		
LV31	Belly Drum	TM	Secret Power	EGG	Splash		
LV35	Wake-Up Slap	TM	Blizzard	EGG	BubbleBeam		
LV38	Hydro Pump	TM	Protect	EGG	Mud Shot		
LV41	Mud Bomb	TM	Substitute	EGG	Refresh		
TM	Dig	TM	Water Pulse				
TM	Swagger	TM	Hidden Power				
TM	Return	TM	Attract				
TM	Facade	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	16	4	3	5	3	0
10	33	19	12	18	12	1430
20	63	36	27	34	27	32196
30	86	46	31	44	31	100703
40	96	55	37	54	38	248198
50	101	60	42	59	43	482411
60	106	66	48	64	48	807578
70	116	76	58	74	58	1136864
80	126	86	68	84	68	1466806
90	136	96	78	94	78	1797406
100	146	106	88	104	88	2128701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Damp Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Poli-Bow		
	Bold Belt		
	Rain Crown		
TYPE	Blue Silk		
	Water Dust		

No.61 Tadpole ♂♀



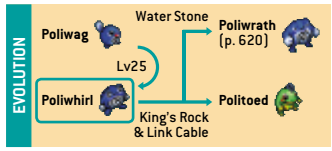
Poliwhirl

♥ 1



LOCATION
- ♥ Lake Afar B1–B12F
- ● Oblivion Forest B1–B14F
- ● Zero Isle West B21–B25F
- ■ Deep Limestone Cavern B2–B5F

EVOLUTION



TYPE	WATER
ABILITY	Water Absorb Damp
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bubble	TM	Return	TM	Protect		
LV1	Hypnosis	TM	Facade	TM	Substitute		
LV1	Water Sport	TM	Brick Break	TM	Water Pulse		
LV5	Bubble	TM	Focus Punch	TM	Hidden Power		
LV8	Hypnosis	TM	Endure	TM	Attract		
LV11	Water Gun	TM	Psychic	TM	Frustration		
LV15	DoubleSlap	TM	Earthquake	TM	Captivate		
LV18	Rain Dance	TM	Natural Gift	TM	Ice Beam		
LV21	Body Slam	TM	Vacuum-Cut	HM	Rock Smash		
LV27	BubbleBeam	TM	Wide Slash	HM	Strength		
LV32	Mud Shot	TM	Toxic	HM	Waterfall		
LV37	Belly Drum	TM	Thief	HM	Surf		
LV43	Wake-Up Slap	TM	Fling				
LV48	Hydro Pump	TM	Sleep Talk				
LV53	Mud Bomb	TM	Rest				
TM	Dig	TM	Secret Power				
TM	Swagger	TM	Blizzard				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	8	7	10	7	0
10	37	23	16	23	16	1430
20	67	40	31	39	31	32196
30	90	50	35	49	35	100703
40	100	59	41	59	42	248198
50	105	64	46	64	47	482411
60	110	70	52	69	52	807578
70	120	80	62	79	62	1136864
80	130	90	72	89	72	1466806
90	140	100	82	99	82	1797406
100	150	110	92	109	92	2128701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Poli-Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Damp Bow		
	Bold Belt		
	Rain Crown		
TYPE	Blue Silk		
	Water Dust		

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No.62 Tadpole ♂♀



Poliwrath

♥ 0

TYPE WATER / FIGHTING

ABILITY Water Absorb, Damp

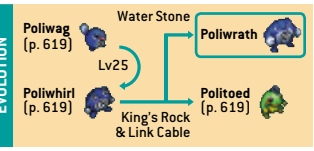
FAVORITE GUMMI Blue Gummi, Orange Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	46
BASE EXP.	143

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Lake Afar 13–B42F
- ● Zero Isle North B50–B74F
- ● Zero Isle South B36–B40F
- ● Destiny Tower 36–40F

EVOLUTION



MOVE LIST

LV1	DoubleSlap	TM	Earthquake	TM	Water Pulse		
LV1	Hypnosis	TM	Natural Gift	TM	Hidden Power		
LV1	Submission	TM	Payback	TM	Attract		
LV1	BubbleBeam	TM	Vacuum-Cut	TM	Frustration		
LV43	DynamicPunch	TM	Wide Slash	TM	Captivate		
LV53	Mind Reader	TM	Poison Jab	TM	Ice Beam		
TM	Dig	TM	Toxic	HM	Rock Smash		
TM	Swagger	TM	Thief	HM	Strength		
TM	Rock Slide	TM	Fling	HM	Waterfall		
TM	Return	TM	Sleep Talk	HM	Surf		
TM	Facade	TM	Rest	HM	Rock Climb		
TM	Brick Break	TM	Hyper Beam				
TM	Focus Blast	TM	Secret Power				
TM	Focus Punch	TM	Bulk Up				
TM	Giga Impact	TM	Blizzard				
TM	Endure	TM	Protect				
TM	Psychic	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	8	9	13	9	0
10	39	23	18	26	18	1430
20	69	40	33	42	33	32196
30	92	50	37	52	37	100703
40	102	59	43	62	44	248198
50	107	64	48	67	49	482411
60	112	70	54	72	54	807578
70	122	80	64	82	64	1136864
80	132	90	74	92	74	1466806
90	142	100	84	102	84	1797406
100	152	110	94	112	94	2128701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bold Belt	TYPE	Aqua Gem
			Aqua Globe
			Orange Silk
			Courage Dust
EVOLUTION	Damp Bow		Fight Gem
	Poli-Bow		Power Globe
	Rain Crown		
TYPE	Blue Silk		
	Water Dust		



No.77 Fire Horse ♂♀

FOOTPRINT



Ponyta

♥ 5

TYPE FIRE

ABILITY Run Away, Flash Fire

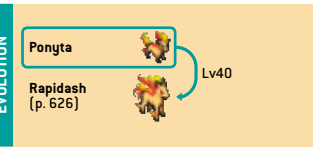
FAVORITE GUMMI Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	88

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Dark Crater B1–B13F
- ♥ Giant Volcano 1–8F
- ● Zero Isle South B84–B86F

EVOLUTION



MOVE LIST

LV1	Tackle	TM	Flamethrower	TM	Captivate		
LV1	Growl	TM	Facade	HM	Strength		
LV6	Tail Whip	TM	Endure	EGG	Thrash		
LV10	Ember	TM	Natural Gift	EGG	Charm		
LV15	Flame Wheel	TM	Vacuum-Cut	EGG	Flame Wheel		
LV19	Stomp	TM	Wide Slash	EGG	Hypnosis		
LV24	Fire Spin	TM	SolarBeam	EGG	Double-Edge		
LV28	Take Down	TM	Fire Blast	EGG	Horn Drill		
LV33	Agility	TM	Toxic	EGG	Double Kick		
LV37	Fire Blast	TM	Sleep Talk				
LV44	Bounce	TM	Rest				
LV46	Flare Blitz	TM	Secret Power				
TM	Iron Tail	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Overheat	TM	Hidden Power				
TM	Will-O-Wisp	TM	Attract				
TM	Return	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	36	15	15	15	15	0
10	49	20	21	23	21	1533
20	71	30	26	33	27	34514
30	97	40	31	43	32	107953
40	112	49	36	53	38	266066
50	121	54	41	58	43	517140
60	126	60	47	63	48	865717
70	136	70	57	73	58	1218708
80	146	80	67	83	68	1572403
90	156	90	77	93	78	1926802
100	166	100	87	103	88	2281948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Heated Bow	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION	Sunlight Bow		
TYPE	Red Silk		
	Fire Dust		



No.261 Bite ♂♀

FOOTPRINT



Poochyena

♥ 5

TYPE DARK

ABILITY Run Away, Quick Feet

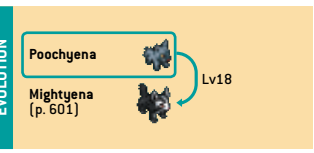
FAVORITE GUMMI Black Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	38

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Concealed Ruins B1–B15F
- ♥ World Abyss B1–B15F
- ● Zero Isle South B4–B6F
- ● Dark/Fire Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION



MOVE LIST

LV1	Tackle	TM	Torment	TM	Roar	EGG	Fire Fang
LV5	Howl	TM	Swagger	TM	Protect		
LV9	Sand-Attack	TM	Return	TM	Substitute		
LV13	Bite	TM	Facade	TM	Hidden Power		
LV17	Odor Sleuth	TM	Endure	TM	Attract		
LV21	Roar	TM	Embargo	TM	Frustration		
LV25	Swagger	TM	Natural Gift	TM	Captivate		
LV29	Assurance	TM	Payback	HM	Rock Smash		
LV33	Scary Face	TM	Shadow Ball	EGG	Yawn		
LV37	Taunt	TM	Vacuum-Cut	EGG	Astonish		
LV41	Embargo	TM	Wide Slash	EGG	Thunder Fang		
LV45	Take Down	TM	Taunt	EGG	Ice Fang		
LV49	Sucker Punch	TM	Toxic	EGG	Me First		
LV53	Crunch	TM	Thief	EGG	Poison Fang		
TM	Iron Tail	TM	Sleep Talk	EGG	Leer		
TM	Dark Pulse	TM	Rest	EGG	Sucker Punch		
TM	Dig	TM	Secret Power	EGG	Covet		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	9	5	9	5	0
10	42	17	17	20	20	1576
20	62	27	27	30	30	35473
30	77	38	37	40	35	110954
40	97	50	44	50	43	273463
50	112	59	53	59	52	531517
60	122	69	63	68	61	889785
70	132	79	73	78	71	1252589
80	142	89	83	88	81	1616118
90	152	99	93	98	91	1980370
100	162	109	103	108	101	2345389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pooch-Collar	TYPE	Dark Gem
			Dusk Globe
EVOLUTION	Dark Fang		
TYPE	Black Silk		
	Dark Dust		

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No.137 Virtual Unknown

Porygon



FOOTPRINT

TYPE: NORMAL

ABILITY: Trace, Download

FAVORITE GUMMI: White Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	75

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Temporal Tower 1–13F
- Deep Spacial Rift B3–B8F

EVOLUTION
- Porygon → Upgrade & Link Cable → Porygon2
- Porygon2 → Dubious Disc & Link Cable → Porygon-Z

MOVE LIST

LV1	Sharpen	TM	Return	TM	Toxic		
LV1	Tackle	TM	Thunder	TM	Trick Room		
LV1	Conversion	TM	Facade	TM	Thief		
LV3	Conversion 2	TM	Giga Impact	TM	Sleep Talk		
LV7	Psybeam	TM	Endure	TM	Rest		
LV12	Agility	TM	Psychic	TM	Hyper Beam		
LV18	Recover	TM	Psych Up	TM	Secret Power		
LV23	Magnet Rise	TM	Natural Gift	TM	Blizzard		
LV29	Signal Beam	TM	Shadow Ball	TM	Flash		
LV34	Recycle	TM	Thunderbolt	TM	Protect		
LV40	Discharge	TM	Vacuum-Cut	TM	Substitute		
LV45	Lock-On	TM	Wide Slash	TM	Hidden Power		
LV51	Tri Attack	TM	SolarBeam	TM	Frustration		
LV56	Magic Coat	TM	Charge Beam	TM	Dream Eater		
LV62	Zap Cannon	TM	Aerial Ace	TM	Recycle		
TM	Iron Tail	TM	Shock Wave	TM	Ice Beam		
TM	Swagger	TM	Thunder Wave				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	55	25	19	21	15	0
10	73	34	24	30	19	2248
20	93	44	28	40	22	37202
30	113	49	31	43	26	114140
40	121	54	35	47	30	278945
50	126	59	45	57	40	540215
60	131	65	55	67	50	902665
70	141	75	65	77	60	1269695
80	151	85	75	87	70	1637456
90	161	95	85	97	80	2005948
100	171	105	95	107	90	237521

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	AI Brooch	TYPE	White Gem
			Joy Globe
EVOLUTION	Virtual Bow		
	Best Scarf		
TYPE	White Silk		
	Normal Dust		



No.233 Virtual Unknown

Porygon2



TYPE: NORMAL

ABILITY: Trace, Download

FAVORITE GUMMI: White Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	98

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Temporal Spire 1–10F
- Zero Isle West B5–B9F
- Zero Isle South B79–B84F
- Destiny Tower 79–84F
- Temporal Spire 4–10F

EVOLUTION
- Porygon → Upgrade & Link Cable → Porygon2
- Porygon2 → Dubious Disc & Link Cable → Porygon-Z

MOVE LIST

LV1	Tackle	TM	Swagger	TM	Thunder Wave		
LV1	Conversion	TM	Return	TM	Toxic		
LV1	Conversion 2	TM	Thunder	TM	Trick Room		
LV1	Defense Curl	TM	Facade	TM	Thief		
LV7	Psybeam	TM	Giga Impact	TM	Sleep Talk		
LV12	Agility	TM	Endure	TM	Rest		
LV18	Recover	TM	Psychic	TM	Hyper Beam		
LV23	Magnet Rise	TM	Psych Up	TM	Secret Power		
LV29	Signal Beam	TM	Natural Gift	TM	Blizzard		
LV34	Recycle	TM	Shadow Ball	TM	Flash		
LV40	Discharge	TM	Thunderbolt	TM	Protect		
LV45	Lock-On	TM	Vacuum-Cut	TM	Substitute		
LV51	Tri Attack	TM	Wide Slash	TM	Hidden Power		
LV56	Magic Coat	TM	SolarBeam	TM	Frustration		
LV62	Zap Cannon	TM	Charge Beam	TM	Dream Eater		
LV67	Hyper Beam	TM	Aerial Ace	TM	Recycle		
TM	Iron Tail	TM	Shock Wave	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	21	12	22	13	0
10	62	30	17	31	17	2248
20	82	40	21	41	20	37202
30	102	45	24	44	24	114140
40	110	50	28	48	28	278945
50	115	55	38	58	38	540215
60	120	61	48	68	48	902665
70	130	71	58	78	58	1269695
80	140	81	68	88	68	1637456
90	150	91	78	98	78	2005948
100	160	101	88	108	88	2375214

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Virtual Bow	TYPE	White Gem
			Joy Globe
EVOLUTION	AI Brooch		
	Best Scarf		
TYPE	White Silk		
	Normal Dust		



No.474 Virtual Unknown

Porygon-Z



TYPE: NORMAL

ABILITY: Adaptability, Download

FAVORITE GUMMI: White Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	99

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Temporal Spire 1–10F
- Zero Isle North B16–B20F
- Zero Isle East B21–B25F
- Zero Isle West B16–B20F
- Zero Isle South B16–B20F
- Destiny Tower 15–20F

EVOLUTION
- Porygon → Upgrade & Link Cable → Porygon2
- Porygon2 → Dubious Disc & Link Cable → Porygon-Z

MOVE LIST

LV1	Tackle	TM	Iron Tail	TM	Charge Beam	TM	Dream Eater
LV1	Conversion	TM	Dark Pulse	TM	Aerial Ace	TM	Recycle
LV1	Conversion 2	TM	Swagger	TM	Shock Wave	TM	Ice Beam
LV1	Trick Room	TM	Return	TM	Thunder Wave		
LV2	Nasty Plot	TM	Thunder	TM	Toxic		
LV7	Psybeam	TM	Facade	TM	Trick Room		
LV12	Agility	TM	Giga Impact	TM	Thief		
LV18	Recover	TM	Endure	TM	Sleep Talk		
LV23	Magnet Rise	TM	Psychic	TM	Rest		
LV29	Signal Beam	TM	Embargo	TM	Hyper Beam		
LV34	Embargo	TM	Psych Up	TM	Secret Power		
LV40	Discharge	TM	Natural Gift	TM	Blizzard		
LV45	Lock-On	TM	Shadow Ball	TM	Flash		
LV51	Tri Attack	TM	Thunderbolt	TM	Protect		
LV56	Magic Coat	TM	Vacuum-Cut	TM	Substitute		
LV62	Zap Cannon	TM	Wide Slash	TM	Hidden Power		
LV67	Hyper Beam	TM	SolarBeam	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	48	12	11	15	13	0
10	66	21	16	24	17	2248
20	86	31	20	34	20	37202
30	106	36	23	37	24	114140
40	114	41	27	41	28	278945
50	119	46	37	51	38	540215
60	124	52	47	61	48	902665
70	134	62	57	71	58	1269695
80	144	72	67	81	68	1637456
90	154	82	77	91	78	2005948
100	164	92	87	101	88	2375214

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Best Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION	AI Brooch		
	Virtual Bow		
TYPE	White Silk		
	Normal Dust		

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No.57 Pig Monkey ♂♀

♥ 0

Primeape



TYPE FIGHTING

ABILITY Vital Spirit, Anger Point

FAVORITE GUMMI Orange Gummi

LOCATION
- ♥ Sky Peak 4th Station Pass 2F–5th Station Pass 4F, 6th Station Pass 1F–Sky Peak Summit Pass 5F
- ♥ Mt. Travail 1–19F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle East B6–B8F
- ● Zero Isle Center B1–B49F

EVOLUTION
Mankey (p. 595) → Primeape — Lv28

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	129

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Focus Energy	TM	Dig	TM	Wide Slash	TM	Attract
LV1	Low Kick	TM	Swagger	TM	Stone Edge	TM	Frustration
LV1	Leer	TM	Rock Slide	TM	Taunt	TM	Captivate
LV1	Scratch	TM	Overheat	TM	Aerial Ace	HM	Rock Smash
LV3	Fling	TM	Return	TM	Poison Jab	HM	Strength
LV9	Fury Swipes	TM	Thunder	TM	Toxic	HM	Rock Climb
LV13	Karate Chop	TM	Facade	TM	Thief		
LV17	Seismic Toss	TM	Brick Break	TM	U-turn		
LV21	Screech	TM	Focus Blast	TM	Fling		
LV25	Assurance	TM	Focus Punch	TM	Sleep Talk		
LV28	Rage	TM	Giga Impact	TM	Rest		
LV35	Swagger	TM	Endure	TM	Hyper Beam		
LV41	Cross Chop	TM	Earthquake	TM	Secret Power		
LV47	Thrash	TM	Natural Gift	TM	Bulk Up		
LV53	Punishment	TM	Payback	TM	Protect		
LV59	Close Combat	TM	Thunderbolt	TM	Substitute		
TM	Iron Tail	TM	Vacuum-Cut	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	11	15	10	15	0
10	41	17	17	16	17	1600
20	57	31	31	26	27	36018
30	77	51	51	43	43	112659
40	98	60	57	53	50	277665
50	118	65	62	58	55	539684
60	127	71	68	63	60	903457
70	137	81	78	73	70	1271836
80	147	91	88	83	80	1640951
90	157	101	98	93	90	2010800
100	167	111	108	103	100	2381428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Nullify Belt	TYPE	Fight Gem
			Power Globe
EVOLUTION	Mankey Torc		
TYPE	Orange Silk		
	Courage Dust		



No.394 Penguin ♂♀

♥ 0

FOOTPRINT

Prinplup



TYPE WATER

ABILITY Torrent

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle West B6–B10F
- ● Zero Isle South B76–B80F
- ● Destiny Tower 76–80F

EVOLUTION
Piplup (p. 618) → Prinplup — Lv16 → Empoleon (p. 551) — Lv36

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	31

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Return	TM	Secret Power		
LV1	Growl	TM	Facade	TM	Blizzard		
LV4	Growl	TM	Brick Break	TM	Protect		
LV8	Bubble	TM	Grass Knot	TM	Substitute		
LV11	Water Sport	TM	Endure	TM	Water Pulse		
LV15	Peck	TM	Brine	TM	Hidden Power		
LV16	Metal Claw	TM	Natural Gift	TM	Attract		
LV19	BubbleBeam	TM	Shadow Claw	TM	Frustration		
LV22	Bide	TM	Vacuum-Cut	TM	Captivate		
LV28	Fury Attack	TM	Wide Slash	TM	Ice Beam		
LV33	Brine	TM	Stealth Rock	HM	Cut		
LV37	Whirlpool	TM	Pluck	HM	Rock Smash		
LV42	Mist	TM	Aerial Ace	HM	Strength		
LV46	Drill Peck	TM	Toxic	HM	Defog		
LV51	Hydro Pump	TM	Fling	HM	Waterfall		
TM	Dig	TM	Sleep Talk	HM	Surf		
TM	Swagger	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	3	5	4	4	0
10	50	21	19	22	18	1736
20	80	40	36	42	35	39086
30	105	51	49	53	49	122256
40	119	61	59	63	59	301318
50	129	71	68	73	68	585656
60	139	81	69	83	69	980416
70	149	91	79	93	79	1380175
80	159	101	89	103	89	1780732
90	169	111	99	113	99	2182086
100	179	121	109	123	109	2584285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Prin-Foam		Empol-Seal
	Prin-Card		Marine Crown
	Prin-Crest	TYPE	Blue Silk
	Aqua Blade		Water Dust
EVOLUTION	Piplup Foam		Aqua Gem
	Piplup Card		Aqua Globe
	Sea Ore		
	Water Cape		
	Empol-Claw		
	Empol-Horn		



No.476 Compass ♂♀

♥ 5

Probopass



TYPE ROCK / STEEL

ABILITY Sturdy, Magnet Pull

FAVORITE GUMMI Gray Gummi, Silver Gummi

LOCATION
- ● Sealed Ruin B1F–Deep B6F
- ♥ Sky Stairway 1–49F
- ● Zero Isle West B24–B28F
- ● Zero Isle South B45–B52F
- ● Zero Isle Center B21–B49F
- ● Destiny Tower 45–52F
- ■ Fortune Ravine Pit (Depths B7F)
- ■ Deep Boulder Quarry B1–B4F

EVOLUTION
Nosepass (p. 610) → Probopass — Coronet Rock

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	47
BASE EXP.	123

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Gravity	LV79	Earth Power	TM	Taunt	HM	Strength
LV1	Tackle	TM	Torment	TM	Shock Wave		
LV1	Iron Defense	TM	Swagger	HM	Thunderwave		
LV1	Block	TM	Rock Slide	TM	Toxic		
LV3	Magnet Rise	TM	Return	TM	Sleep Talk		
LV7	Iron Defense	TM	Thunder	TM	Rest		
LV13	Magnet Bomb	TM	Facade	TM	Hyper Beam		
LV19	Block	TM	Giga Impact	TM	Secret Power		
LV25	Thunder Wave	TM	Endure	TM	Protect		
LV31	Rock Slide	TM	Earthquake	TM	Substitute		
LV37	Sandstorm	TM	Natural Gift	TM	Hidden Power		
LV43	Rest	TM	Thunderbolt	TM	Attract		
LV49	Power Gem	TM	Vacuum-Cut	TM	Frustration		
LV55	Discharge	TM	Wide Slash	TM	Captivate		
LV61	Stone Edge	TM	Stealth Rock	TM	Flash Cannon		
LV67	Zap Cannon	TM	Stone Edge	TM	Rock Polish		
LV73	Lock-On	TM	Explosion	HM	Rock Smash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	18	20	16	20	0
10	66	28	25	23	24	1547
20	76	34	30	28	29	34099
30	86	39	35	33	34	106536
40	96	47	45	42	43	262444
50	106	57	55	52	53	509993
60	116	68	64	61	64	853660
70	126	78	74	71	74	1201678
80	136	88	84	81	84	1550391
90	146	98	94	91	94	1899798
100	156	108	104	101	104	2249941

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Probo-Hat		Stone Gem
			Rock Globe
			Iron Silk
		TYPE	Steel Dust
EVOLUTION	Nose-Torc		Metal Gem
			Steel Globe
	Gray Silk		
	Rock Dust		

***See p.683 for its stats when it appears as a dungeon boss.

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No.54 Duck ♂♀



Psyduck



TYPE WATER

ABILITY Damp / Cloud Nine

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Waterfall Cave B1–B8F
- ● Star Cave B8–B15F
- ● Destiny Tower 33–37F
- ■ Deep Star Cave B1–B4, Depths B1–B4F

EVOLUTION



Psyduck → Lv33 → Golduck (p. 563)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	27

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scratch	TM	Facade	TM	Blizzard	EGG	Cross Chop
LV1	Water Sport	TM	Brick Break	TM	Flash	EGG	Psybeam
LV5	Tail Whip	TM	Focus Punch	TM	Protect	EGG	Psychic
LV9	Water Gun	TM	Endure	TM	Substitute	EGG	Hypnosis
LV14	Disable	TM	Psychic	TM	Water Pulse	EGG	Mud Bomb
LV18	Confusion	TM	Brine	TM	Calm Mind	EGG	Light Screen
LV22	Water Pulse	TM	Psych Up	TM	Hidden Power	EGG	Foresight
LV27	Fury Swipes	TM	Natural Gift	TM	Attract	EGG	Future Sight
LV31	Screech	TM	Shadow Claw	TM	Frustration	EGG	Refresh
LV35	Psych Up	TM	Vacuum-Cut	TM	Captivate		
LV40	Zen Headbutt	TM	Wide Slash	TM	Ice Beam		
LV44	Amnesia	TM	Aerial Ace	HM	Rock Smash		
LV48	Hydro Pump	TM	Toxic	HM	Strength		
TM	Iron Tail	TM	Fling	HM	Waterfall		
TM	Dig	TM	Sleep Talk	HM	Surf		
TM	Swagger	TM	Rest	EGG	Yawn		
TM	Return	TM	Secret Power	EGG	Confuse Ray		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	17	11	5	12	4	0
10	28	20	12	21	11	1549
20	58	35	27	36	26	34867
30	85	49	41	50	40	109059
40	105	59	51	60	50	268792
50	111	65	57	66	56	522438
60	116	71	63	71	61	874585
70	126	81	73	81	71	1231192
80	136	91	83	91	81	1588511
90	146	101	93	101	91	1946540
100	156	111	103	111	101	2305324

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Psyduck Hat	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Paddle Scarf		
TYPE	Blue Silk		
	Water Dust		

No.247 Hard Shell ♂♀



Pupitar



TYPE ROCK / GROUND

ABILITY Shed Skin

FAVORITE GUMMI Gray Gummi / Brown Gummi

LOCATION
- ♥ Quicksand Cave B1F–Pit B1F
- ● Zero Isle South B65–B70F
- ● Destiny Tower 65–70F

EVOLUTION



Larvitar (p. 583) → Lv30 → Pupitar → Lv55 → Tyranitar (p. 662)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	94

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Screech	TM	Torment	TM	Rest		
LV1	Bite	TM	Swagger	TM	Hyper Beam		
LV1	Sandstorm	TM	Rock Slide	TM	Secret Power		
LV1	Leer	TM	Return	TM	Protect		
LV5	Sandstorm	TM	Facade	TM	Substitute		
LV10	Screech	TM	Brick Break	TM	Hidden Power		
LV14	Rock Slide	TM	Endure	TM	Attract		
LV19	Scary Face	TM	Earthquake	TM	Frustration		
LV23	Thrash	TM	Natural Gift	TM	Captivate		
LV28	Dark Pulse	TM	Payback	TM	Rock Polish		
LV34	Payback	TM	Vacuum-Cut	HM	Rock Smash		
LV41	Crunch	TM	Wide Slash				
LV47	Earthquake	TM	Stealth Rock				
LV54	Stone Edge	TM	Stone Edge				
LV60	Hyper Beam	TM	Taunt				
TM	Dark Pulse	TM	Toxic				
TM	Dig	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	13	5	10	5	0
10	48	17	8	13	8	1655
20	59	24	14	19	14	37253
30	86	42	34	37	34	116521
40	101	57	49	52	49	287182
50	111	67	59	62	58	558182
60	126	77	69	72	60	934423
70	136	87	79	82	70	1315428
80	146	97	89	92	80	1697194
90	156	107	99	102	90	2079720
100	166	117	109	112	100	2463051

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pupita-Scarf	TYPE	Stone Gem
			Rock Globe
			Brown Silk
			Ground Dust
EVOLUTION	Larvitar Bow		Earth Gem
	Crash Claw		Terra Globe
TYPE	Gray Silk		
	Rock Dust		

No.432 Tiger Cat ♂♀



Purugly



TYPE NORMAL

ABILITY Thick Fat / Own Tempo

FAVORITE GUMMI White Gummi

LOCATION
- ● Hidden Land 1F–Highland 8F
- ● Zero Isle South B65–B70F
- ● Destiny Tower 65–70F

EVOLUTION



Glameow (p. 561) → Lv38 → Purugly

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	46
BASE EXP.	87

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Torment	TM	Toxic	TM	Dream Eater
LV1	Fake Out	TM	Swagger	TM	Thief	HM	Cut
LV1	Scratch	TM	Return	TM	U-turn		
LV5	Scratch	TM	Thunder	TM	Sleep Talk		
LV8	Growl	TM	Facade	TM	Rest		
LV13	Hypnosis	TM	Giga Impact	TM	Hyper Beam		
LV17	Faint Attack	TM	Endure	TM	Secret Power		
LV20	Fury Swipes	TM	Psych Up	TM	Flash		
LV25	Charm	TM	Natural Gift	TM	Roar		
LV29	Assist	TM	Payback	TM	Protect		
LV32	Captivate	TM	Shadow Claw	TM	Substitute		
LV37	Slash	TM	Shadow Ball	TM	Water Pulse		
LV38	Swagger	TM	Thunderbolt	TM	Hidden Power		
LV45	Body Slam	TM	Vacuum-Cut	TM	Attract		
LV53	Attract	TM	Wide Slash	TM	Frustration		
TM	Iron Tail	TM	Taunt	TM	Captivate		
TM	Dig	TM	Shock Wave	TM	Aerial Ace		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	10	9	14	10	0
10	48	19	14	23	15	1519
20	68	27	21	31	23	34193
30	98	36	28	41	33	106952
40	113	46	35	51	40	263598
50	118	56	45	56	45	512343
60	123	66	55	61	50	857686
70	133	76	65	71	60	1207402
80	143	86	75	81	70	1557816
90	153	96	85	91	80	1908928
100	163	106	95	101	90	2260779

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Scary Belt	TYPE	White Gem
			Joy Globe
EVOLUTION	Glameow Bow		
TYPE	White Silk		
	Normal Dust		

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No.195 Water Fish ♂♀



Quagsire



1

TYPE WATER / GROUND

ABILITY Damp, Water Absorb

FAVORITE GUMMI Blue Gummi, Brown Gummi

LOCATION
- ♥ Lake Afar B1–B12F
- ● Destiny Tower 17–20F

EVOLUTION
Wooper (p. 673) → Quagsire — Lv20

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	143

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tail Whip	TM	Rock Slide	TM	Hyper Beam		
LV1	Mud Sport	TM	Return	TM	Secret Power		
LV1	Water Gun	TM	Facade	TM	Blizzard		
LV5	Mud Sport	TM	Brick Break	TM	Flash		
LV9	Mud Shot	TM	Focus Blast	TM	Sludge Bomb		
LV15	Slam	TM	Focus Punch	TM	Protect		
LV19	Mud Bomb	TM	Giga Impact	TM	Substitute		
LV24	Amnesia	TM	Endure	TM	Water Pulse		
LV31	Yawn	TM	Earthquake	TM	Hidden Power		
LV36	Earthquake	TM	Natural Gift	TM	Attract		
LV41	Rain Dance	TM	Vacuum-Cut	TM	Frustration		
LV48	Haze	TM	Wide Slash	TM	Captivate		
LV48	Mist	TM	Stone Edge	TM	Ice Beam		
LV53	Muddy Water	TM	Toxic	HM	Rock Smash		
TM	Iron Tail	TM	Fling	HM	Strength		
TM	Dig	TM	Sleep Talk	HM	Waterfall		
TM	Swagger	TM	Rest	HM	Surf		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	15	4	15	4	0
10	37	21	10	21	10	1563
20	57	33	23	33	23	35187
30	84	50	40	50	40	110060
40	111	59	46	60	47	271260
50	116	64	51	65	52	527235
60	121	70	57	70	57	882616
70	131	80	67	80	67	1242498
80	141	90	77	90	77	1603097
90	151	100	87	100	87	1964415
100	161	110	97	110	97	2326493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Quag-Torc	TYPE	Aqua Gem
			Aqua Globe
			Brown Silk
			Ground Dust
EVOLUTION	Wooper Bow		Earth Gem
			Terra Globe
TYPE	Blue Silk		
	Water Dust		

No.156 Volcano ♂♀



Quilava



0

FOOTPRINT



TYPE FIRE

ABILITY Blaze

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Dark Crater B11F–Deep B5F
- ♥ Giant Volcano 1–19F
- ● Zero Isle North B31–B35F
- ● Zero Isle East B31–B35F
- ● Zero Isle West B31–B35F

EVOLUTION
Cyndaquil (p. 539) → Quilava — Lv14
Quilava → Typhlosion (p. 662) — Lv36

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	38

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	SmokeScreen	TM	Will-O-Wisp	TM	Protect		
LV1	Tackle	TM	Return	TM	Substitute		
LV1	Leer	TM	Flamethrower	TM	Hidden Power		
LV4	SmokeScreen	TM	Facade	TM	Attract		
LV10	Ember	TM	Brick Break	TM	Frustration		
LV13	Quick Attack	TM	Focus Punch	TM	Captivate		
LV20	Flamethrower	TM	Endure	HM	Cut		
LV24	Defense Curl	TM	Natural Gift	HM	Rock Smash		
LV31	Swift	TM	Vacuum-Cut	HM	Strength		
LV35	Lava Plume	TM	Wide Slash				
LV42	Flame Wheel	TM	Fire Blast				
LV46	Rollout	TM	Aerial Ace				
LV53	Double-Edge	TM	Toxic				
LV57	Eruption	TM	Sleep Talk				
TM	Dig	TM	Rest				
TM	Swagger	TM	Secret Power				
TM	Overheat	TM	Roar				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	2	4	2	0
10	46	22	20	22	20	1806
20	74	39	38	39	39	40669
30	101	51	49	50	49	127205
40	121	61	59	60	58	313515
50	137	71	68	70	59	609364
60	152	81	69	80	69	1020103
70	162	91	79	90	79	1436044
80	172	101	89	100	89	1852816
90	182	111	99	110	99	2270416
100	192	121	109	120	109	2688896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Quila-Hair		Typhlo-Seal
	Quila-Card		Blast Bangle
	Quila-Crest	TYPE	Red Silk
	Volcano Torc		Fire Dust
EVOLUTION	Cynda-Hair		Fiery Gem
	Cynda-Claw		Fiery Globe
	Blazing Rock		
	Storm Sash		
	Typhlo-Gasp		
	Typhlo-Fang		

No.211 Balloon ♂♀



Qwilfish



4

TYPE WATER / POISON

ABILITY Poison Point, Swift Swim

FAVORITE GUMMI Blue Gummi, Pink Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ● Zero Isle North B26–B30F
- ● Zero Isle East B26–B30F

EVOLUTION
Does not evolve

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	14
BASE EXP.	82

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	LV57	Hydro Pump	TM	Toxic	EGG	Haze
LV1	Poison Sting	TM	Swagger	TM	Sleep Talk	EGG	Signal Beam
LV1	Spikes	TM	Return	TM	Rest	EGG	Flail
LV9	Harden	TM	Facade	TM	Secret Power	EGG	Supersonic
LV9	Minimize	TM	Endure	TM	Blizzard	EGG	Poison Jab
LV13	Water Gun	TM	Brine	TM	Sludge Bomb	EGG	BubbleBeam
LV17	Rollout	TM	Natural Gift	TM	Protect		
LV21	Toxic Spikes	TM	Payback	TM	Substitute		
LV25	Stockpile	TM	Gyro Ball	TM	Water Pulse		
LV25	Spit Up	TM	Shadow Ball	TM	Hidden Power		
LV29	Revenge	TM	Vacuum-Cut	TM	Attract		
LV33	Brine	TM	Wide Slash	TM	Frustration		
LV37	Pin Missile	TM	Explosion	TM	Captivate		
LV41	Take Down	TM	Taunt	TM	Ice Beam		
LV45	Aqua Tail	TM	Shock Wave	HM	Waterfall		
LV49	Poison Jab	TM	Thunder Wave	HM	Surf		
LV53	Destiny Bond	TM	Poison Jab	EGG	Astonish		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	9	9	9	9	0
10	62	22	21	23	21	1574
20	91	37	31	38	34	35445
30	105	50	41	48	42	110865
40	115	55	44	52	46	273244
50	125	60	48	55	49	531090
60	130	66	52	59	53	889070
70	140	76	62	69	63	1251584
80	150	86	72	79	73	1614820
90	160	96	82	89	83	1978780
100	170	106	92	99	93	2343506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Qwilfish Bow		Aqua Gem
			Aqua Globe
			Pink Silk
		TYPE	Poison Dust
			Poison Gem
EVOLUTION			Poison Globe
TYPE	Blue Silk		
	Water Dust		

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No.26 Mouse ♂♀

Raichu

FOOTPRINT



TYPE ELECTRIC

ABILITY Static

FAVORITE GUMMI Yellow Gummi

LOCATION
- ♥ Sky Stairway 1–49F
- ● Zero Isle North B21–B30F
- ● Destiny Tower 27–30F

EVOLUTION


Pichu (p. 615)


Pikachu (p. 617)

IQ of at least ★2–2.5


Raichu

Thunderstone

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	45
BASE EXP.	111

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Thunderbolt	TM	Hidden Power		
LV1	Thunderbolt	TM	Vacuum-Cut	TM	Attract		
LV1	ThunderShock	TM	Wide Slash	TM	Frustration		
LV1	Quick Attack	TM	Charge Beam	TM	Captivate		
TM	Iron Tail	TM	Shock Wave	HM	Rock Smash		
TM	Dig	TM	Thunder Wave	HM	Strength		
TM	Swagger	TM	Toxic				
TM	Return	TM	Thief				
TM	Thunder	TM	Fling				
TM	Facade	TM	Sleep Talk				
TM	Brick Break	TM	Rest				
TM	Focus Blast	TM	Hyper Beam				
TM	Focus Punch	TM	Light Screen				
TM	Giga Impact	TM	Secret Power				
TM	Grass Knot	TM	Flash				
TM	Endure	TM	Protect				
TM	Natural Gift	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	3	3	3	3	0
10	47	21	18	21	18	1679
20	77	38	35	38	34	37798
30	97	52	48	52	47	118225
40	113	62	60	62	60	291384
50	123	78	60	78	67	566349
60	128	88	70	88	68	948095
70	138	98	80	98	78	1334676
80	148	108	90	108	88	1722027
90	158	118	100	118	98	2110150
100	168	128	110	128	108	2499090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Raichu Hair		Volt Charm
	Raichu Card		Volt Torc
	Raichu Crest	TYPE	Yellow Silk
	Zapper Scarf		Thunder Dust
EVOLUTION	Pichu Hair		Thunder Gem
	Pichu Card		Volt Globe
	Express Tag		
	Shocker Cape		
	Pikachu Hair		
	Pikachu Card		



No.243 Thunder Unknown

Raikou



TYPE ELECTRIC

ABILITY Pressure

FAVORITE GUMMI Yellow Gummi

LOCATION
- ● Southeastern Islands B13–B24F
- * Appears only when its Challenge Letter is accepted.

EVOLUTION


Does not evolve

TERRAIN	Regular
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	52
BASE EXP.	138

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bite	TM	Return	TM	Hyper Beam		
LV1	Leer	TM	Thunder	TM	Light Screen		
LV8	ThunderShock	TM	Facade	TM	Secret Power		
LV15	Roar	TM	Giga Impact	TM	Flash		
LV22	Quick Attack	TM	Endure	TM	Roar		
LV29	Spark	TM	Psych Up	TM	Protect		
LV36	Reflect	TM	Natural Gift	TM	Substitute		
LV43	Crunch	TM	Shadow Ball	TM	Calm Mind		
LV50	Thunder Fang	TM	Thunderbolt	TM	Hidden Power		
LV57	Discharge	TM	Vacuum-Cut	TM	Frustration		
LV64	Extrasensory	TM	Wide Slash	TM	Reflect		
LV71	Rain Dance	TM	Charge Beam	HM	Cut		
LV78	Calm Mind	TM	Shock Wave	HM	Rock Smash		
LV85	Thunder	TM	Thunder Wave	HM	Strength		
TM	Iron Tail	TM	Toxic	HM	Rock Climb		
TM	Dig	TM	Sleep Talk				
TM	Swagger	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	5	5	10	12	0
10	51	14	10	19	16	1867
20	79	24	16	29	21	42031
30	99	39	26	40	31	131465
40	119	54	39	61	46	324016
50	139	69	54	76	61	629774
60	158	83	68	90	75	1054272
70	168	93	78	100	85	1484145
80	178	103	88	110	95	1914876
90	188	113	98	120	105	2346464
100	198	123	108	130	115	2778961

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bolt Fang	TYPE	Thunder Gem
			Volt Globe
EVOLUTION			
TYPE	Yellow Silk		
	Thunder Dust		



No.280 Feeling ♂♀

Ralts



TYPE PSYCHIC

ABILITY Synchronize
Trace

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Treeshroud Forest 1–9F
- ● Zero Isle South B11–B13F
- ● Destiny Tower 11–13F

EVOLUTION


Ralts

Lv20

Lv30


Gardevoir (p. 658)


Kirlia (p. 580)

♂ & Dawn Stone


Gallade (p. 557)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	17
BASE EXP.	48

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Grass Knot	TM	Thief	EGG	Confuse Ray
LV6	Confusion	TM	Endure	TM	Fling	EGG	Memento
LV10	Double Team	TM	Psychic	TM	Sleep Talk	EGG	Will-O-Wisp
LV12	Teleport	TM	Psych Up	TM	Rest	EGG	Grudge
LV17	Lucky Chant	TM	Natural Gift	TM	Light Screen	EGG	Shadow Sneak
LV21	Magical Leaf	TM	Shadow Ball	TM	Secret Power	EGG	Disable
LV23	Calm Mind	TM	Thunderbolt	TM	Flash	EGG	Mean Look
LV28	Psychic	TM	Vacuum-Cut	TM	Protect	EGG	Destiny Bond
LV32	Imprison	TM	Safeguard	TM	Substitute		
LV34	Future Sight	TM	Wide Slash	TM	Calm Mind		
LV39	Charm	TM	Skill Swap	TM	Hidden Power		
LV43	Hypnosis	TM	Charge Beam	TM	Attract		
LV45	Dream Eater	TM	Taunt	TM	Frustration		
TM	Torment	TM	Shock Wave	TM	Captivate		
TM	Swagger	TM	Thunder Wave	TM	Dream Eater		
TM	Return	TM	Toxic	TM	Recycle		
TM	Facade	TM	Trick Room	TM	Reflect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	36	13	13	17	13	0
10	54	20	18	24	18	1409
20	74	30	23	34	23	31714
30	86	40	27	44	27	99198
40	96	49	33	54	34	244489
50	101	54	38	59	39	475200
60	106	60	44	64	44	795507
70	116	70	54	74	54	1119871
80	126	80	64	84	64	1444882
90	136	90	74	94	74	1770540
100	146	100	84	104	84	2096883

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sensing Hat	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Magical Bow		
	Caring Scarf		
	Gallant Torc		
TYPE	Gold Silk		
	Psyche Dust		

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No.409 Head Butt ♂♀



Rampardos

TYPE	ABILITY	FAVORITE GUMMI
ROCK	Mold Breaker	Gray Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	94

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Hidden Land 1F–Highland 8F
- Inferno Cave B11–B29F
- Zero Isle West B30–B35F
- Zero Isle South B57–B62F
- Destiny Tower 57–62F

EVOLUTION
Cranidos (p. 537) → Rampardos: Lv30

MOVE LIST

LV1	Headbutt	TM	Flamethrower	TM	Swords Dance	TM	Avalanche
LV1	Leer	TM	Thunder	TM	Shock Wave	TM	Dragon Pulse
LV6	Focus Energy	TM	Facade	TM	Toxic	TM	Ice Beam
LV10	Pursuit	TM	Brick Break	TM	Thief	TM	Rock Polish
LV15	Take Down	TM	Focus Blast	TM	Fling	HM	Cut
LV19	Scary Face	TM	Focus Punch	TM	Sleep Talk	HM	Rock Smash
LV24	Assurance	TM	Giga Impact	TM	Rest	HM	Strength
LV28	AncientPower	TM	Endure	TM	Hyper Beam	HM	Surf
LV30	Endeavor	TM	Earthquake	TM	Secret Power	HM	Rock Climb
LV36	Zen Headbutt	TM	Natural Gift	TM	Blizzard		
LV43	Screech	TM	Payback	TM	Roar		
LV52	Head Smash	TM	Thunderbolt	TM	Protect		
TM	Iron Tail	TM	Vacuum-Cut	TM	Substitute		
TM	Dig	TM	Wide Slash	TM	Hidden Power		
TM	Swagger	TM	Stealth Rock	TM	Attract		
TM	Rock Slide	TM	Stone Edge	TM	Frustration		
TM	Return	TM	Fire Blast	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	3	8	16	8	0
10	44	12	15	25	15	1676
20	57	25	24	38	24	37742
30	72	35	28	48	28	118050
40	99	44	34	58	35	290953
50	109	63	53	71	53	565511
60	114	81	72	89	72	946691
70	124	91	82	99	82	1332699
80	134	101	92	109	92	1719477
90	144	111	102	119	102	2107025
100	154	121	112	129	112	2495389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Skull Helmet	TYPE	Stone Gem
			Rock Globe
EVOLUTION	Hard Helmet		
TYPE	Gray Silk		
	Rock Dust		



No.78 Fire Horse ♂♀



Rapidash

TYPE	ABILITY	FAVORITE GUMMI
FIRE	Run Away Flash Fire	Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	93

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Dark Crater B4F–Deep B9, B11–B14F
- Giant Volcano 1–19F
- Inferno Cave B1–B29F
- Zero Isle South B57–B64F
- Destiny Tower 57–64F

EVOLUTION
Ponyta (p. 620) → Rapidash: Lv40

MOVE LIST

LV1	Tail Whip	TM	Iron Tail	TM	Rest		
LV1	Quick Attack	TM	Swagger	TM	Hyper Beam		
LV1	Growl	TM	Overheat	TM	Secret Power		
LV1	Ember	TM	Will-O-Wisp	TM	Protect		
LV2	Megahorn	TM	Return	TM	Substitute		
LV6	Tail Whip	TM	Flamethrower	TM	Hidden Power		
LV6	Poison Jab	TM	Facade	TM	Attract		
LV7	Growl	TM	Giga Impact	TM	Frustration		
LV10	Ember	TM	Endure	TM	Captivate		
LV19	Stomp	TM	Natural Gift	HM	Strength		
LV24	Fire Spin	TM	Vacuum-Cut				
LV28	Tackle	TM	Wide Slash				
LV33	Agility	TM	SolarBeam				
LV37	Fire Blast	TM	Fire Blast				
LV40	Fury Attack	TM	Poison Jab				
LV49	Bounce	TM	Toxic				
LV56	Flare Blitz	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	19	16	19	16	0
10	53	24	22	27	22	1533
20	75	34	27	37	28	34514
30	101	44	32	47	33	107953
40	116	53	37	57	39	266066
50	125	58	42	62	44	517140
60	130	64	48	67	49	865717
70	140	74	58	77	59	1218708
80	150	84	68	87	69	1572403
90	160	94	78	97	79	1926802
100	170	104	88	107	89	2281948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sunlight Bow	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION	Heated Bow		
TYPE	Red Silk		
	Fire Dust		



No.20 Mouse ♂♀



Raticate

TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Run Away Guts	White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	90

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Mystifying Forest 1–13F
- Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- Midnight Forest B1–B21F
- Mystery Jungle 1–29F

EVOLUTION
Rattata → Raticate: Lv20

MOVE LIST

LV1	Focus Energy	TM	Dig	TM	Shock Wave	TM	Ice Beam
LV1	Tail Whip	TM	Swagger	TM	Thunder Wave	HM	Cut
LV1	Tackle	TM	Return	TM	Toxic	HM	Rock Smash
LV1	Swords Dance	TM	Thunder	TM	Thief	HM	Strength
LV4	Quick Attack	TM	Facade	TM	U-turn		
LV7	Focus Energy	TM	Giga Impact	TM	Sleep Talk		
LV10	Bite	TM	Grass Knot	TM	Rest		
LV13	Pursuit	TM	Endure	TM	Hyper Beam		
LV16	Hyper Fang	TM	Natural Gift	TM	Secret Power		
LV19	Faint Attack	TM	Shadow Ball	TM	Blizzard		
LV20	Scary Face	TM	Thunderbolt	TM	Roar		
LV24	Crunch	TM	Vacuum-Cut	TM	Protect		
LV29	Assurance	TM	Wide Slash	TM	Substitute		
LV34	Super Fang	TM	Charge Beam	TM	Hidden Power		
LV39	Double-Edge	TM	Taunt	TM	Attract		
LV44	Endeavor	TM	Pluck	TM	Frustration		
TM	Iron Tail	TM	Swords Dance	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	15	10	15	10	0
10	54	30	28	19	13	1649
20	74	40	45	22	16	37127
30	94	50	55	25	25	116127
40	114	60	65	35	34	286213
50	134	70	75	45	35	556299
60	144	80	85	55	45	931270
70	154	90	95	65	55	1310990
80	164	100	105	75	65	1691468
90	174	110	115	85	75	2072702
100	184	120	125	95	85	2454740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Overcome Bow	TYPE	White Gem
			Joy Globe
EVOLUTION	Ratta-Scarf		
TYPE	White Silk		
	Normal Dust		

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No.19 Mouse ♂♀



Rattata

TYPE: NORMAL

ABILITY: Run Away, Guts

FAVORITE GUMMI: White Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B5–B8F
- ● Destiny Tower 5–8F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	22

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Thunder	TM	Sleep Talk	EGG	Bite
LV1	Tackle	TM	Facade	TM	Rest	EGG	Reversal
LV4	Quick Attack	TM	Grass Knot	TM	Secret Power	EGG	Me First
LV7	Focus Energy	TM	Endure	TM	Blizzard	EGG	Uproar
LV10	Bite	TM	Natural Gift	TM	Protect	EGG	Last Resort
LV13	Pursuit	TM	Shadow Ball	TM	Substitute	EGG	Fury Swipes
LV16	Hyper Fang	TM	Thunderbolt	TM	Hidden Power		
LV19	Sucker Punch	TM	Vacuum-Cut	TM	Attract		
LV22	Crunch	TM	Wide Slash	TM	Frustration		
LV25	Assurance	TM	Charge Beam	TM	Captivate		
LV28	Hyper Fang	TM	Taunt	TM	Ice Beam		
LV31	Double-Edge	TM	Pluck	HM	Cut		
LV34	Endeavor	TM	Shock Wave	HM	Rock Smash		
TM	Iron Tail	TM	Thunder Wave	EGG	Swagger		
TM	Dig	TM	Toxic	EGG	Screech		
TM	Swagger	TM	Thief	EGG	Counter		
TM	Return	TM	U-turn	EGG	Flame Wheel		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	10	5	10	5	0
10	49	25	23	14	8	1649
20	69	35	40	17	11	37127
30	89	45	50	20	20	116127
40	109	55	60	30	29	286213
50	129	65	70	40	30	556299
60	139	75	80	50	40	931270
70	149	85	90	60	50	1310990
80	159	95	100	70	60	1691468
90	169	105	110	80	70	2072702
100	179	115	120	90	80	2454740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ratta-Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION	Overcome Bow		
TYPE	White Silk		
	Normal Dust		



No.384 Sky High Unknown



Rayquaza

TYPE: DRAGON, FLYING

ABILITY: Air Lock

FAVORITE GUMMI: Royal Gummi, Sky Gummi

LOCATION
- ● Sky Stairway Apex (50F)
- * Does not appear once recruited

EVOLUTION



TERRAIN	Air
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	156
BASE EXP.	0

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Twister	TM	Overheat	TM	Stone Edge	TM	Protect
LV5	Scary Face	TM	Return	TM	SolarBeam	TM	Substitute
LV15	AncientPower	TM	Flamethrower	TM	Fire Blast	TM	Water Pulse
LV20	Dragon Claw	TM	Thunder	TM	Aerial Ace	TM	Hidden Power
LV30	Dragon Dance	TM	Facade	TM	Swords Dance	TM	Frustration
LV35	Crunch	TM	Brick Break	TM	Shock Wave	TM	Avalanche
LV45	Fly	TM	Focus Blast	TM	Thunder Wave	TM	Dragon Pulse
LV50	Rest	TM	Giga Impact	TM	Toxic	TM	Ice Beam
LV60	ExtremeSpeed	TM	Endure	TM	Dragon Claw	HM	Rock Smash
LV65	Hyper Beam	TM	Psych Up	TM	Fling	HM	Strength
LV72	Draco Meteor	TM	Earthquake	TM	Sleep Talk	HM	Fly
LV75	Dragon Pulse	TM	Natural Gift	TM	Rest	HM	Waterfall
LV80	Outrage	TM	Gyro Ball	TM	Hyper Beam	HM	Surf
TM	Iron Tail	TM	Shadow Claw	TM	Secret Power		
TM	Swagger	TM	Thunderbolt	TM	Bulk Up		
TM	Rock Slide	TM	Vacuum-Cut	TM	Blizzard		
TM	Energy Ball	TM	Wide Slash	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	25	15	25	15	0
10	68	37	20	37	20	2511
20	88	47	25	47	25	49192
30	108	57	32	57	32	152648
40	128	74	50	74	50	374925
50	148	94	61	94	61	727651
60	168	114	66	114	66	1217201
70	188	131	76	131	76	1712946
80	208	141	86	141	86	2209679
90	222	151	96	151	96	2707399
100	232	161	106	161	106	3206167

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	SkyHigh Veil	TYPE	Dragon Gem
			Dragon Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION			Sky Globe
TYPE	Royal Silk		
	Dragon Dust		

See p.682 for its stats when it appears as a dungeon boss; IQ must be at least ★3-3.5 to know or learn Draco Meteor.



No.378 Iceberg Unknown



Regice

TYPE: ICE

ABILITY: Clear Body

FAVORITE GUMMI: Clear Gummi

LOCATION
- ● Aegis Cave Regice Chamber
- * Does not appear once recruited

EVOLUTION



TERRAIN	Regular
SIZE	★★☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	49
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Explosion	TM	Facade	TM	Toxic	HM	Rock Climb
LV1	Stomp	TM	Brick Break	TM	Fling		
LV9	Icy Wind	TM	Focus Blast	TM	Sleep Talk		
LV17	Curse	TM	Focus Punch	TM	Rest		
LV25	Superpower	TM	Giga Impact	TM	Hyper Beam		
LV33	AncientPower	TM	Endure	TM	Secret Power		
LV41	Amnesia	TM	Psych Up	TM	Blizzard		
LV49	Charge Beam	TM	Earthquake	TM	Protect		
LV57	Lock-On	TM	Natural Gift	TM	Substitute		
LV65	Zap Cannon	TM	Thunderbolt	TM	Hidden Power		
LV73	Ice Beam	TM	Vacuum-Cut	TM	Frustration		
LV81	Hammer Arm	TM	Safeguard	TM	Avalanche		
LV89	Hyper Beam	TM	Wide Slash	TM	Flash Cannon		
TM	Swagger	TM	Explosion	TM	Ice Beam		
TM	Rock Slide	TM	Charge Beam	TM	Rock Polish		
TM	Return	TM	Shock Wave	HM	Rock Smash		
TM	Thunder	TM	Thunder Wave	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	18	18	0
10	39	22	19	30	27	1940
20	66	42	36	50	44	43665
30	91	53	49	63	57	136577
40	111	63	59	73	67	336615
50	131	73	69	83	77	654261
60	151	83	79	94	88	1095264
70	170	93	89	108	106	1541851
80	180	103	99	118	116	1989330
90	190	113	109	128	126	2437699
100	200	123	119	138	136	2887012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ice Sash	TYPE	Icy Gem
			Icy Globe
EVOLUTION			
TYPE	Clear Silk		
	Icy Dust		

See p.682 for its stats when it appears as a dungeon boss.

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No.486 Colossal Unknown

Regigigas



TYPE: NORMAL

ABILITY: Slow Start

FAVORITE GUMMI: White Gummi

LOCATION
- Aegis Cave Regigigas Chamber (Pit B6F)
- * Does not appear once recruited

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★★★★
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	68
BASE EXP.	153

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	ThunderPunch	TM	Focus Blast	TM	Fling		
LV1	Ice Punch	TM	Focus Punch	TM	Sleep Talk		
LV2	Confuse Ray	TM	Giga Impact	TM	Hyper Beam		
LV4	Knock Off	TM	Endure	TM	Secret Power		
LV5	Dizzy Punch	TM	Psych Up	TM	Substitute		
LV6	Fire Punch	TM	Earthquake	TM	Hidden Power		
LV7	Foresight	TM	Natural Gift	TM	Frustration		
LV25	Revenge	TM	Thunderbolt	TM	Avalanche		
LV50	Zen Headbutt	TM	Vacuum-Cut	TM	Rock Polish		
LV75	Crush Grip	TM	Safeguard	HM	Rock Smash		
LV100	Giga Impact	TM	Wide Slash	HM	Strength		
TM	Swagger	TM	Stone Edge	HM	Rock Climb		
TM	Rock Slide	TM	Aerial Ace				
TM	Return	TM	Shock Wave				
TM	Thunder	TM	Thunder Wave				
TM	Facade	TM	Toxic				
TM	Brick Break	TM	Drain Punch				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	25	15	15	15	0
10	58	35	24	24	24	1967
20	78	55	34	34	34	44276
30	98	65	44	44	44	138488
40	118	75	54	54	54	341324
50	138	85	64	64	64	663414
60	158	105	77	81	77	1110587
70	171	119	95	101	95	1563422
80	181	129	105	111	105	2017161
90	191	139	115	121	115	2471803
100	201	149	125	131	125	2927402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ancient Ring	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

See p.682 for its stats when it appears as a dungeon boss.



No.377 Rock Peak Unknown

Regirock



TYPE: ROCK

ABILITY: Clear Body

FAVORITE GUMMI: Gray Gummi

LOCATION
- Aegis Cave Regirock Chamber
- * Does not appear once recruited

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★★☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	60
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Explosion	TM	Thunder	TM	Charge Beam	HM	Rock Climb
LV1	Stomp	TM	Facade	TM	Shock Wave		
LV9	Rock Throw	TM	Brick Break	TM	Thunder Wave		
LV17	Curse	TM	Focus Blast	TM	Toxic		
LV25	Superpower	TM	Focus Punch	TM	Drain Punch		
LV33	AncientPower	TM	Giga Impact	TM	Fling		
LV41	Iron Defense	TM	Endure	TM	Sleep Talk		
LV49	Charge Beam	TM	Psych Up	TM	Rest		
LV57	Lock-On	TM	Earthquake	TM	Hyper Beam		
LV65	Zap Cannon	TM	Natural Gift	TM	Secret Power		
LV73	Stone Edge	TM	Thunderbolt	TM	Protect		
LV81	Hammer Arm	TM	Vacuum-Cut	TM	Substitute		
LV89	Hyper Beam	TM	Safeguard	TM	Hidden Power		
TM	Dig	TM	Wide Slash	TM	Frustration		
TM	Swagger	TM	Stealth Rock	TM	Rock Polish		
TM	Rock Slide	TM	Stone Edge	HM	Rock Smash		
TM	Return	TM	Explosion	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	20	10	10	0
10	53	25	29	25	23	1979
20	83	44	44	44	38	44559
30	103	54	65	54	53	139373
40	123	64	79	64	64	343505
50	143	74	89	74	69	667652
60	160	85	99	85	75	1117681
70	170	105	109	105	85	1573409
80	180	119	120	119	95	2030047
90	190	129	139	129	105	2487593
100	200	139	149	139	115	2946103

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rock Sash	TYPE	Stone Gem
			Rock Globe
EVOLUTION			
TYPE	Gray Silk		
	Rock Dust		

See p.682 for its stats when it appears as a dungeon boss.



No.379 Iron Unknown

Registeel



TYPE: STEEL

ABILITY: Clear Body

FAVORITE GUMMI: Silver Gummi

LOCATION
- Aegis Cave Registeel Chamber
- * Does not appear once recruited

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★★☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	53
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Explosion	TM	Return	TM	Explosion	HM	Rock Smash
LV1	Stomp	TM	Thunder	TM	Charge Beam	HM	Strength
LV9	Metal Claw	TM	Facade	TM	Aerial Ace	HM	Rock Climb
LV17	Curse	TM	Brick Break	TM	Shock Wave		
LV25	Superpower	TM	Focus Blast	TM	Thunder Wave		
LV33	AncientPower	TM	Focus Punch	TM	Toxic		
LV41	Iron Defense	TM	Giga Impact	TM	Fling		
LV41	Amnesia	TM	Endure	TM	Sleep Talk		
LV49	Charge Beam	TM	Psych Up	TM	Rest		
LV57	Lock-On	TM	Earthquake	TM	Hyper Beam		
LV65	Zap Cannon	TM	Natural Gift	TM	Secret Power		
LV73	Iron Head	TM	Shadow Claw	TM	Protect		
LV73	Luster Purge	TM	Thunderbolt	TM	Substitute		
LV81	Hammer Arm	TM	Vacuum-Cut	TM	Hidden Power		
LV89	Hyper Beam	TM	Safeguard	TM	Frustration		
TM	Swagger	TM	Wide Slash	TM	Flash Cannon		
TM	Rock Slide	TM	Stealth Rock	TM	Rock Polish		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	18	10	18	0
10	45	19	27	19	27	1918
20	75	29	38	29	38	43184
30	97	39	58	39	58	135072
40	117	49	72	49	72	332905
50	137	59	82	59	82	647050
60	157	69	92	69	92	1083193
70	170	79	109	79	109	1524858
80	180	89	122	89	122	1967405
90	190	99	132	99	132	2410833
100	200	109	142	109	142	2855194

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Steel Sash	TYPE	Metal Gem
			Steel Globe
EVOLUTION			
TYPE	Iron Silk		
	Steel Dust		

See p.682 for its stats when it appears as a dungeon boss.

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No.369 Longevity ♂♀



Relicanth

♥ 4

TYPE WATER / ROCK

ABILITY Swift Swim / Rock Head

FAVORITE GUMMI Blue Gummi / Gray Gummi

LOCATION
- ♥ Miracle Sea B1F–Deep B4F
- ● Zero Isle Center B1–B7F

EVOLUTION

Does not evolve

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	89

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Harden	TM	Giga Impact	TM	Blizzard	EGG	Mud-Slap
LV1	Tackle	TM	Endure	TM	Protect	EGG	Amnesia
LV8	Water Gun	TM	Brine	TM	Substitute	EGG	Sleep Talk
LV15	Rock Tomb	TM	Psych Up	TM	Water Pulse	EGG	Magnitude
LV22	Yawn	TM	Earthquake	TM	Calm Mind	EGG	Water Sport
LV29	Take Down	TM	Natural Gift	TM	Hidden Power	EGG	Skull Bash
LV36	Mud Sport	TM	Vacuum-Cut	TM	Attract		
LV43	AncientPower	TM	Safeguard	TM	Frustration		
LV50	Double-Edge	TM	Wide Slash	TM	Captivate		
LV57	Dive	TM	Stealth Rock	TM	Ice Beam		
LV64	Rest	TM	Stone Edge	TM	Rock Polish		
LV71	Hydro Pump	TM	Dive	HM	Rock Smash		
LV78	Head Smash	TM	Toxic	HM	Waterfall		
TM	Swagger	TM	Sleep Talk	HM	Surf		
TM	Rock Slide	TM	Rest	EGG	Aqua Tail		
TM	Return	TM	Hyper Beam	EGG	Snore		
TM	Facade	TM	Secret Power	EGG	Rock Slide		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	9	9	9	9	0
10	48	13	15	14	13	1801
20	68	22	20	22	18	40548
30	98	38	25	36	25	126827
40	124	52	35	52	35	312584
50	144	62	45	62	45	607554
60	163	73	54	71	56	1017073
70	173	83	64	81	66	1431779
80	183	93	74	91	76	1847312
90	193	103	84	101	86	2263672
100	203	113	94	111	96	2680909

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Reli-Torc	TYPE	Aqua Gem
			Aqua Globe
			Gray Silk
			Rock Dust
			Stone Gem
EVOLUTION			Rock Globe
TYPE	Blue Silk		
	Water Dust		



No.223 Jet ♂♀



Remoraid

♥ 5

TYPE WATER

ABILITY Hustle / Sniper

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B25F
- ● Zero Isle North B31–B40F
- ● Zero Isle East B31–B37F
- ● Zero Isle West B31–B39F

EVOLUTION

Remoraid → (Lv25) → Octillery (p. 611)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	13
BASE EXP.	68

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Water Gun	TM	Brine	TM	Water Pulse		
LV6	Lock-On	TM	Natural Gift	TM	Hidden Power		
LV10	Psybeam	TM	Vacuum-Cut	TM	Attract		
LV14	Aurora Beam	TM	Wide Slash	TM	Frustration		
LV19	BubbleBeam	TM	Fire Blast	TM	Captivate		
LV23	Focus Energy	TM	Bullet Seed	TM	Ice Beam		
LV27	Bullet Seed	TM	Charge Beam	HM	Waterfall		
LV32	Water Pulse	TM	Thunder Wave	HM	Surf		
LV36	Signal Beam	TM	Toxic	EGG	Snore		
LV40	Ice Beam	TM	Thief	EGG	Screech		
LV45	Hyper Beam	TM	Sleep Talk	EGG	Aurora Beam		
TM	Swagger	TM	Rest	EGG	Octazooka		
TM	Return	TM	Hyper Beam	EGG	Haze		
TM	Flamethrower	TM	Secret Power	EGG	Flail		
TM	Facade	TM	Blizzard	EGG	Supersonic		
TM	Endure	TM	Protect	EGG	Thunder Wave		
TM	Psychic	TM	Substitute	EGG	Rock Blast		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	15	3	15	3	0
10	60	24	19	33	18	1598
20	91	34	29	42	28	35982
30	112	44	39	45	38	112545
40	122	50	44	49	47	277385
50	131	55	48	52	50	539140
60	136	61	52	56	54	902545
70	146	71	62	66	64	1270553
80	156	81	72	76	74	1639295
90	166	91	82	86	84	2008771
100	176	101	92	96	94	2379025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Reach Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Psy Bow		
TYPE	Blue Silk		
	Water Dust		



No.112 Drill ♂♀



Rhydon

♥ 0

TYPE GROUND / ROCK

ABILITY LightningRod / Rock Head

FAVORITE GUMMI Brown Gummi / Gray Gummi

LOCATION
- ● Deep Dusk Forest 1–12F
- ♥ Sky Stairway 1–10F
- ● Zero Isle North B6–B10F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B73–B79F
- ● Zero Isle Center B14–B35F
- ● Destiny Tower 73–79F
- ■ Deep Boulder Quarry B2–B5F

EVOLUTION

Rhyhorn (p. 628) → (Lv42) → Rhydon → (Protector & Link Cable) → Rhyperior (p. 611)

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	51
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION, EGG

MOVE LIST

LV1	Tail Whip	TM	Rock Slide	TM	Stealth Rock	TM	Hidden Power
LV1	Horn Attack	TM	Return	TM	Stone Edge	TM	Attract
LV1	Stomp	TM	Flamethrower	TM	Fire Blast	TM	Frustration
LV1	Fury Attack	TM	Thunder	TM	Swords Dance	TM	Captivate
LV9	Stomp	TM	Facade	TM	Shock Wave	TM	Avalanche
LV13	Fury Attack	TM	Brick Break	TM	Poison Jab	TM	Dragon Pulse
LV21	Scary Face	TM	Focus Blast	TM	Toxic	TM	Ice Beam
LV25	Rock Blast	TM	Focus Punch	TM	Thief	TM	Rock Polish
LV33	Take Down	TM	Giga Impact	TM	Fling	HM	Cut
LV37	Horn Drill	TM	Endure	TM	Sleep Talk	HM	Rock Smash
LV42	Hammer Arm	TM	Earthquake	TM	Rest	HM	Strength
LV45	Stone Edge	TM	Natural Gift	TM	Hyper Beam	HM	Surf
LV49	Earthquake	TM	Payback	TM	Secret Power	HM	Rock Climb
LV57	Megahorn	TM	Shadow Claw	TM	Blizzard		
TM	Iron Tail	TM	Thunderbolt	TM	Roar		
TM	Dig	TM	Vacuum-Cut	TM	Protect		
TM	Swagger	TM	Wide Slash	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	21	10	18	11	0
10	34	28	15	25	16	1515
20	52	36	22	33	25	34103
30	82	47	36	44	40	106669
40	109	57	44	55	49	262902
50	117	62	49	60	54	510989
60	122	68	55	65	59	855419
70	132	78	65	75	69	1204211
80	142	88	75	85	79	1553700
90	152	98	85	95	89	1903884
100	162	108	95	105	99	2254805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pierce Drill	TYPE	Earth Gem
			Terra Globe
			Gray Silk
			Rock Dust
EVOLUTION	Solid Shield		Stone Gem
	Rhyperi-Torc		Rock Globe
TYPE	Brown Silk		
	Ground Dust		

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No.111 Spikes ♂♀



Rhyhorn

FOOTPRINT



TYPE: GROUND / ROCK

ABILITY: LightningRod, Rock Head

FAVORITE GUMMI: Brown Gummi, Gray Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 130%

DAMAGE DEALT BY SIZEBUST ORB: 34

BASE EXP.: 100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Northern Desert 8–15F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle East B20–B24F
- ● Zero Isle West B8–B12F
- ● Zero Isle South B58–B64F
- ● Destiny Tower 58–64F

EVOLUTION



Rhyhorn → Lv42 → Rhydon (p. 629) → Protector & Link Cable → Rhyperior

MOVE LIST

LV1	Tail Whip	TM	Thunder	TM	Sleep Talk	EGG	Rock Slide
LV1	Horn Attack	TM	Facade	TM	Rest	EGG	Counter
LV9	Stomp	TM	Endure	TM	Secret Power	EGG	Crunch
LV13	Fury Attack	TM	Earthquake	TM	Blizzard	EGG	Thunder Fang
LV21	Scary Face	TM	Natural Gift	TM	Roar	EGG	Reversal
LV25	Rock Blast	TM	Payback	TM	Protect	EGG	Ice Fang
LV33	Take Down	TM	Thunderbolt	TM	Substitute	EGG	Swords Dance
LV37	Horn Drill	TM	Vacuum-Cut	TM	Hidden Power	EGG	Dragon Claw
LV45	Stone Edge	TM	Wide Slash	TM	Attract	EGG	Curse
LV49	Earthquake	TM	Stealth Rock	TM	Frustration	EGG	Crush Claw
LV57	Megahorn	TM	Stone Edge	TM	Captivate	EGG	Fire Fang
TM	Iron Tail	TM	Fire Blast	TM	Dragon Pulse	EGG	Magnitude
TM	Dig	TM	Swords Dance	TM	Ice Beam		
TM	Swagger	TM	Shock Wave	TM	Rock Polish		
TM	Rock Slide	TM	Poison Jab	HM	Rock Smash		
TM	Return	TM	Toxic	HM	Strength		
TM	Flamethrower	TM	Thief	HM	Rock Climb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	21	7	18	7	0
10	29	28	12	25	12	1515
20	47	36	19	33	21	34103
30	77	47	33	44	36	106669
40	104	57	41	55	45	262902
50	112	62	46	60	50	510989
60	117	68	52	65	55	855419
70	127	78	62	75	65	1204211
80	137	88	72	85	75	1553700
90	147	98	82	95	85	1903884
100	157	108	92	105	95	2254805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Solid Shield	TYPE	Earth Gem
			Terra Globe
			Gray Silk
			Rock Dust
EVOLUTION	Pierce Drill		Stone Gem
	Rhyperi-Torc		Rock Globe
TYPE	Brown Silk		
	Ground Dust		

No.464 Drill ♂♀



Rhyperior



TYPE: GROUND / ROCK

ABILITY: LightningRod, Solid Rock

FAVORITE GUMMI: Brown Gummi, Gray Gummi

TERRAIN: Lava

SIZE: ★★☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 140%

DAMAGE DEALT BY SIZEBUST ORB: 18

BASE EXP.: 101

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Deep Dark Crater B5–B14F
- ● Dark Crater Pit (Deep B15F)
- ♥ Shimmer Desert 5–8F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B29–B33F
- ● Destiny Tower 29–33F
- ■ Dusk Forest 1–7F

EVOLUTION



Rhyhorn → Lv42 → Rhydon (p. 629) → Protector & Link Cable → Rhyperior

MOVE LIST

LV1	Horn Attack	TM	Dig	TM	Vacuum-Cut	TM	Protect
LV1	Poison Jab	TM	Swagger	TM	Wide Slash	TM	Substitute
LV1	Stomp	TM	Rock Slide	TM	Stealth Rock	TM	Hidden Power
LV1	Fury Attack	TM	Return	TM	Stone Edge	TM	Attract
LV3	Tail Whip	TM	Flamethrower	TM	Fire Blast	TM	Frustration
LV9	Stomp	TM	Thunder	TM	Swords Dance	TM	Captivate
LV13	Fury Attack	TM	Facade	TM	Shock Wave	TM	Avalanche
LV21	Scary Face	TM	Brick Break	TM	Poison Jab	TM	Flash Cannon
LV25	Rock Blast	TM	Focus Blast	TM	Toxic	TM	Dragon Pulse
LV33	Take Down	TM	Focus Punch	TM	Thief	TM	Ice Beam
LV37	Horn Drill	TM	Giga Impact	TM	Fling	TM	Rock Polish
LV42	Hammer Arm	TM	Endure	TM	Sleep Talk	HM	Cut
LV45	Stone Edge	TM	Earthquake	TM	Rest	HM	Rock Smash
LV49	Earthquake	TM	Natural Gift	TM	Hyper Beam	HM	Strength
LV57	Megahorn	TM	Payback	TM	Secret Power	HM	Surf
LV61	Rock Wrecker	TM	Shadow Claw	TM	Blizzard	HM	Rock Climb
TM	Iron Tail	TM	Thunderbolt	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	19	15	10	15	0
10	29	26	20	17	20	1515
20	47	34	27	25	29	34103
30	77	45	41	36	44	106669
40	104	55	49	47	53	262902
50	112	60	54	52	58	510989
60	117	66	60	57	63	855419
70	127	76	70	67	73	1204211
80	137	86	80	77	83	1553700
90	147	96	90	87	93	1903884
100	157	106	100	97	103	2254805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rhyperi-Torc	TYPE	Earth Gem
			Terra Globe
			Gray Silk
			Rock Dust
EVOLUTION	Solid Shield		Stone Gem
	Pierce Drill		Rock Globe
TYPE	Brown Silk		
	Ground Dust		

See p.682 for its stats when it appears as a dungeon boss

No.447 Emanation ♂♀

HERO / PARTNER



Riolu

FOOTPRINT



TYPE: FIGHTING

ABILITY: Steadfast, Inner Focus

FAVORITE GUMMI: Orange Gummi

TERRAIN: Regular

SIZE: ★☆☆☆

SLEEP: ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT: 70%

DAMAGE DEALT BY SIZEBUST ORB: 22

BASE EXP.: 10

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ♥ Crystal Cave B4–B8F

EVOLUTION



Riolu → IQ of at least ★1–1.5 & Sun Ribbon → Lucario (p. 587)

MOVE LIST

LV1	Endure	TM	Focus Punch	TM	Roar	EGG	Iron Defense
LV1	Quick Attack	TM	Endure	TM	Protect	EGG	Hi Jump Kick
LV1	Foresight	TM	Earthquake	TM	Substitute	EGG	Bullet Punch
LV6	Counter	TM	Natural Gift	TM	Hidden Power	EGG	Blaze Kick
LV11	Force Palm	TM	Payback	TM	Attract	EGG	Detect
LV15	Feint	TM	Shadow Claw	TM	Frustration	(*1)	Bite
LV19	Reversal	TM	Vacuum-Cut	TM	Captivate		
LV24	Screech	TM	Wide Slash	HM	Rock Smash		
LV29	Copycat	TM	Swords Dance	HM	Strength		
TM	Iron Tail	TM	Poison Jab	EGG	Crunch		
TM	Dig	TM	Toxic	EGG	Bite		
TM	Swagger	TM	Drain Punch	EGG	Cross Chop		
TM	Rock Slide	TM	Fling	EGG	Low Kick		
TM	Return	TM	Sleep Talk	EGG	Agility		
TM	Facade	TM	Rest	EGG	Mind Reader		
TM	Brick Break	TM	Secret Power	EGG	Vacuum Wave		
TM	Focus Blast	TM	Bulk Up	EGG	Sky Uppercut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	3	2	4	2	0
10	47	21	20	22	20	1679
20	77	36	37	42	36	37804
30	97	46	47	54	46	118244
40	116	56	57	64	56	291430
50	126	61	63	69	61	566438
60	136	67	69	74	66	948243
70	146	77	79	84	76	1334884
80	156	87	89	94	86	1722296
90	166	97	99	104	96	2110479
100	176	107	109	114	106	2499480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Riolu Tail	TYPE	Courage Dust
	Riolu Card		Fight Gem
	Valiant Rock		Power Globe
	Emit Ring		
	Brave Dust		
EVOLUTION	Lucario Fang		
	Lucario Card		
	Pledge Rock		
	Ravage Ring		
	Orange Silk		

*1 Knows this move if it's the hero or partner; cannot remember this move once it is forgotten.

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No.315 Thorn ♂♀



Roselia

♥ 4

TYPE GRASS / POISON

ABILITY Natural Cure, Poison Point

FAVORITE GUMMI Grass Gummi, Pink Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- ♥ Midnight Forest B1–B24F
- ♥ Mystery Jungle 1–29F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	28

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Absorb	TM	Energy Ball	TM	Rest
LV4	Growth	TM	Return	TM	Secret Power
LV7	Poison Sting	TM	Facade	TM	Flash
LV10	Stun Spore	TM	Giga Drain	TM	Sludge Bomb
LV13	Mega Drain	TM	Grass Knot	TM	Protect
LV16	Leech Seed	TM	Endure	TM	Substitute
LV19	Magical Leaf	TM	Psych Up	TM	Hidden Power
LV22	GrassWhistle	TM	Natural Gift	TM	Attract
LV25	Giga Drain	TM	Shadow Ball	TM	Frustration
LV28	Toxic Spikes	TM	Vacuum-Cut	TM	Captivate
LV31	Sweet Scent	TM	Wide Slash	HM	Cut
LV34	Ingrain	TM	SolarBeam		
LV37	Toxic	TM	Bullet Seed		
LV40	Petal Dance	TM	Swords Dance		
LV43	Aromatherapy	TM	Poison Jab		
LV46	Synthesis	TM	Toxic		
TM	Swagger	TM	Sleep Talk		

EVOLUTION

Budew (p. 524) → Roselia: IQ of at least ★1–1.5 & Sun Ribbon

Roselia → Roserade: Shiny Stone

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	12	16	12	16	0
10	54	19	21	19	21	1575
20	73	38	29	38	29	35460
30	93	50	33	49	33	110914
40	113	60	39	59	40	273365
50	133	70	44	66	45	531326
60	148	80	50	76	50	889465
70	158	90	60	86	60	1252138
80	168	100	70	96	70	1615536
90	178	110	80	106	80	1979657
100	188	120	90	116	90	2344545

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Thorned Torc	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Budew Scarf		Poison Gem
	Bouquet Cape		Poison Globe
TYPE	Grass Silk		
	Grass Dust		



No.407 Bouquet ♂♀



Roserade

♥ 0

TYPE GRASS / POISON

ABILITY Natural Cure, Poison Point

FAVORITE GUMMI Grass Gummi, Pink Gummi

LOCATION
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B93–B98F
- ● Destiny Tower 93–99F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	89

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sweet Scent	TM	Wide Slash	TM	Captivate
LV1	Weather Ball	TM	SolarBeam	HM	Cut
LV1	Poison Sting	TM	Bullet Seed		
LV1	Magical Leaf	TM	Swords Dance		
LV2	Mega Drain	TM	Poison Jab		
TM	Swagger	TM	Toxic		
TM	Energy Ball	TM	Sleep Talk		
TM	Return	TM	Rest		
TM	Facade	TM	Hyper Beam		
TM	Giga Impact	TM	Secret Power		
TM	Giga Drain	TM	Flash		
TM	Grass Knot	TM	Sludge Bomb		
TM	Endure	TM	Protect		
TM	Psych Up	TM	Substitute		
TM	Natural Gift	TM	Hidden Power		
TM	Shadow Ball	TM	Attract		
TM	Vacuum-Cut	TM	Frustration		

EVOLUTION

Budew (p. 524) → Roselia: IQ of at least ★1–1.5 stars & Sun Ribbon

Roselia → Roserade: Shiny Stone

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	16	15	21	15	0
10	49	23	20	28	20	1575
20	68	42	28	47	28	35460
30	88	54	32	58	32	110914
40	108	64	38	68	39	273365
50	128	74	43	75	44	531326
60	143	84	49	85	49	889465
70	153	94	59	95	59	1252138
80	163	104	69	105	69	1615536
90	173	114	79	115	79	1979657
100	183	124	89	125	89	2344545

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bouquet Cape	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Thorned Torc		Poison Gem
	Budew Scarf		Poison Globe
TYPE	Grass Silk		
	Grass Dust		



No.479 Plasma Unknown



Rotom

♥ 0

TYPE ELECTRIC / GHOST

ABILITY Levitate

FAVORITE GUMMI Yellow Gummi, Purple Gummi

LOCATION
- ♥ Midnight Forest B10–B20F
- ● Zero Isle Center B33–B35F

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	16
BASE EXP.	98

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	TM	Facade	TM	Flash
LV1	ThunderShock	TM	Endure	TM	Protect
LV1	Thunder Wave	TM	Psych Up	TM	Substitute
LV2	Confuse Ray	TM	Natural Gift	TM	Hidden Power
LV3	Trick	TM	Shadow Ball	TM	Frustration
LV8	Uproar	TM	Thunderbolt	TM	Dream Eater
LV15	Double Team	TM	Vacuum-Cut	TM	Reflect
LV22	Shock Wave	TM	Wide Slash		
LV29	Ominous Wind	TM	Charge Beam		
LV36	Substitute	TM	Shock Wave		
LV43	Charge	TM	Thunder Wave		
LV50	Discharge	TM	Toxic		
TM	Dark Pulse	TM	Thief		
TM	Swagger	TM	Sleep Talk		
TM	Will-O-Wisp	TM	Rest		
TM	Return	TM	Light Screen		
TM	Thunder	TM	Secret Power		

EVOLUTION

Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	12	8	15	10	0
10	62	27	23	30	25	1852
20	86	43	39	46	41	41700
30	115	53	49	56	51	130430
40	132	63	59	66	61	321465
50	142	73	69	76	71	624815
60	152	83	79	86	81	1045969
70	162	93	89	96	91	1472457
80	172	103	99	106	101	1899796
90	182	113	109	116	111	2327986
100	192	123	119	126	121	2757077

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Plasma Veil	TYPE	Thunder Gem
			Volt Globe
			Purple Silk
			Shady Dust
EVOLUTION			Shadow Gem
			Nether Globe
TYPE	Yellow Silk		
	Thunder Dust		

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No.302 Darkness ♂♀



Sableye

TYPE: DARK / GHOST

ABILITY: Keen Eye, Stall

FAVORITE GUMMI: Black Gummi, Purple Gummi

LOCATION
- ● Old Ruins (Hidden Highland 9F)
- ♥ Spacial Rift B1F–Deep B9F
- ● Zero Isle Center B8–B20F
- ■ Barren Valley Clearing (Deep 6F)
- ■ Black Swamp (Dusk Forest 8F)

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	31
BASE EXP.	110

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	LV57	Mean Look	TM	Shadow Ball	TM	Calm Mind
LV1	Scratch	TM	Dark Pulse	TM	Vacuum-Cut	TM	Hidden Power
LV4	Foresight	TM	Dig	TM	Wide Slash	TM	Attract
LV8	Night Shade	TM	Torment	TM	Taunt	TM	Frustration
LV11	Astonish	TM	Swagger	TM	Aerial Ace	TM	Captivate
LV15	Fury Swipes	TM	Will-O-Wisp	TM	Shock Wave	TM	Dream Eater
LV18	Fake Out	TM	Return	TM	Poison Jab	HM	Cut
LV22	Detect	TM	Facade	TM	Toxic	HM	Rock Smash
LV25	Shadow Sneak	TM	Brick Break	TM	Thief	EGG	Flatter
LV29	Knock Off	TM	Focus Punch	TM	Fling	EGG	Psych Up
LV32	Faint Attack	TM	Endure	TM	Sleep Talk	EGG	Recover
LV36	Punishment	TM	Psychic	TM	Rest	EGG	Moonlight
LV39	Shadow Claw	TM	Embargo	TM	Secret Power	EGG	Nasty Plot
LV43	Power Gem	TM	Psych Up	TM	Flash		
LV46	Confuse Ray	TM	Natural Gift	TM	Protect		
LV50	Zen Headbutt	TM	Payback	TM	Substitute		
LV53	Shadow Ball	TM	Shadow Claw	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	8	10	8	8	0
10	47	23	19	23	17	1537
20	77	36	29	39	27	34609
30	101	46	38	49	35	108251
40	112	51	41	53	39	266801
50	122	56	45	56	42	518567
60	127	62	49	60	46	868106
70	137	72	59	70	56	1222071
80	147	82	69	80	66	1576743
90	157	92	79	90	76	1932120
100	167	102	89	100	86	2288246

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sable-Scope	TYPE	Dark Gem
			Dusk Globe
			Purple Silk
			Shady Dust
			Shadow Gem
			Nether Globe
EVOLUTION			
TYPE	Black Silk		
	Dark Dust		

See p.682 for its stats when it appears as a dungeon boss



No.373 Dragon ♂♀



Salamence

TYPE: DRAGON / FLYING

ABILITY: Intimidate

FAVORITE GUMMI: Royal Gummi, Sky Gummi

LOCATION
- ● Temporal Spire 1–10F
- ● Zero Isle North B50–B70F
- ■ Dusk Forest 1–7F

EVOLUTION
- Bagon (p. 517) → Lv30
- Shelgon (p. 638) → Lv50
- Salamence

TERRAIN	Regular
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	92
BASE EXP.	117

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Rage	LV61	Dragon Claw	TM	Stone Edge	TM	Captivate
LV1	Bite	LV70	Double-Edge	TM	Fire Blast	TM	Dragon Pulse
LV1	Headbutt	LV72	Draco Meteor	TM	Aerial Ace	HM	Cut
LV2	Fire Fang	TM	Iron Tail	TM	Toxic	HM	Rock Smash
LV3	Thunder Fang	TM	Swagger	TM	Dragon Claw	HM	Strength
LV4	Leer	TM	Rock Slide	TM	Sleep Talk	HM	Defog
LV5	Bite	TM	Return	TM	Rest	HM	Fly
LV10	Leer	TM	Flamethrower	TM	Hyper Beam		
LV16	Headbutt	TM	Facade	TM	Steel Wing		
LV20	Focus Energy	TM	Brick Break	TM	Roost		
LV25	Ember	TM	Giga Impact	TM	Secret Power		
LV30	Protect	TM	Endure	TM	Roar		
LV32	DragonBreath	TM	Earthquake	TM	Protect		
LV37	Zen Headbutt	TM	Natural Gift	TM	Substitute		
LV43	Scary Face	TM	Shadow Claw	TM	Hidden Power		
LV50	Fly	TM	Vacuum-Cut	TM	Attract		
LV53	Crunch	TM	Wide Slash	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	10	4	14	23	0
10	62	19	9	23	23	1629
20	73	29	14	33	28	36674
30	83	39	22	43	33	114711
40	103	54	39	53	50	282723
50	123	64	49	63	60	549515
60	142	74	59	73	70	919913
70	152	84	69	83	80	1295002
80	162	94	79	93	90	1670840
90	172	104	89	103	100	2047426
100	182	114	99	113	110	2424805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sala-Cape	TYPE	Dragon Gem
			Dragon Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION	Crag Helmet		Sky Globe
	Outlast Bow		
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.27 Mouse ♂♀



Sandshrew

TYPE: GROUND

ABILITY: Sand Veil

FAVORITE GUMMI: Brown Gummi

LOCATION
- ♥ Northern Desert 1–15F
- ♥ Shimmer Desert 1–9F

EVOLUTION
- Sandshrew → Lv22
- Sandslash

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	75

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Scratch	TM	Return	TM	Thief	EGG	Rapid Spin
LV3	Defense Curl	TM	Facade	TM	Fling	EGG	Flail
LV7	Sand-Attack	TM	Brick Break	TM	Sleep Talk	EGG	Safeguard
LV9	Poison Sting	TM	Focus Punch	TM	Rest	EGG	Night Slash
LV13	Rapid Spin	TM	Endure	TM	Secret Power	EGG	Swords Dance
LV15	Swift	TM	X-Scissor	TM	Protect	EGG	Crush Claw
LV19	Fury Swipes	TM	Earthquake	TM	Substitute	EGG	Metal Claw
LV21	Rollout	TM	Natural Gift	TM	Hidden Power		
LV25	Fury Cutter	TM	Gyro Ball	TM	Attract		
LV27	Sand Tomb	TM	Shadow Claw	TM	Frustration		
LV31	Slash	TM	Vacuum-Cut	TM	Captivate		
LV33	Gyro Ball	TM	Wide Slash	HM	Cut		
LV37	Sandstorm	TM	Stealth Rock	HM	Rock Smash		
TM	Iron Tail	TM	Aerial Ace	HM	Strength		
TM	Dig	TM	Swords Dance	HM	Rock Climb		
TM	Swagger	TM	Poison Jab	EGG	Rock Slide		
TM	Rock Slide	TM	Toxic	EGG	Counter		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	14	16	9	9	0
10	50	27	16	26	9	1635
20	70	35	20	36	19	36809
30	101	52	38	55	35	115132
40	112	65	51	62	42	283760
50	122	76	62	69	49	551531
60	127	82	68	76	55	923288
70	137	92	78	86	65	1299754
80	147	102	88	96	75	1676970
90	157	112	98	106	85	2054938
100	167	122	108	116	95	2433701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sand-Scarf	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Sandy Torc		
TYPE	Brown Silk		
	Ground Dust		

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No.28 Mouse ♂♀

FOOTPRINT



Sandslash

TYPE GROUND

ABILITY Sand Veil

FAVORITE GUMMI Brown Gummi

LOCATION
- ♥ Quicksand Cave B1F–Pit B10F
- ♥ Shimmer Desert 1–9F

EVOLUTION



Sandshrew → Sandslash (Lv22)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	77

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Dig	TM	Stealth Rock	TM	Captivate
LV1	Scratch	TM	Swagger	TM	Stone Edge	HM	Cut
LV1	Defense Curl	TM	Rock Slide	TM	Aerial Ace	HM	Rock Smash
LV3	Defense Curl	TM	Return	TM	Swords Dance	HM	Strength
LV7	Sand-Attack	TM	Facade	TM	Poison Jab	HM	Rock Climb
LV9	Poison Sting	TM	Brick Break	TM	Toxic		
LV13	Rapid Spin	TM	Focus Blast	TM	Thief		
LV15	Swift	TM	Focus Punch	TM	Fling		
LV19	Fury Swipes	TM	Giga Impact	TM	Sleep Talk		
LV21	Rollout	TM	Endure	TM	Rest		
LV22	Crush Claw	TM	X-Scissor	TM	Hyper Beam		
LV28	Fury Cutter	TM	Earthquake	TM	Secret Power		
LV33	Sand Tomb	TM	Natural Gift	TM	Protect		
LV40	Slash	TM	Gyro Ball	TM	Substitute		
LV45	Gyro Ball	TM	Shadow Claw	TM	Hidden Power		
LV52	Sandstorm	TM	Vacuum-Cut	TM	Attract		
TM	Iron Tail	TM	Wide Slash	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	16	12	14	4	9	0
10	43	25	14	21	9	1635
20	63	33	18	31	19	36809
30	94	50	36	50	35	115132
40	105	63	49	57	42	283760
50	115	74	60	64	49	551531
60	120	80	66	71	55	923288
70	130	90	76	81	65	1299754
80	140	100	86	91	75	1676970
90	150	110	96	101	85	2054938
100	160	120	106	111	95	2433701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sandy Torc	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Sand-Scarf		
TYPE	Brown Silk		
	Ground Dust		



No.254 Forest ♂♀

FOOTPRINT



Sceptile

TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

LOCATION
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B41–B50F

EVOLUTION



Treecko (p. 661) → Grovyle (p. 566) (Lv16) → Sceptile (Lv36)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Absorb	TM	Iron Tail	TM	Vacuum-Cut	TM	Protect
LV1	Quick Attack	TM	Dig	TM	Safeguard	TM	Substitute
LV1	Leer	TM	Swagger	TM	Wide Slash	TM	False Swipe
LV1	Pound	TM	Rock Slide	TM	SolarBeam	TM	Hidden Power
LV3	Night Slash	TM	Energy Ball	TM	Bullet Seed	TM	Attract
LV6	Absorb	TM	Return	TM	Aerial Ace	TM	Frustration
LV11	Quick Attack	TM	Facade	TM	Swords Dance	TM	Captivate
LV16	X-Scissor	TM	Brick Break	TM	Toxic	TM	Dragon Pulse
LV17	Pursuit	TM	Focus Blast	TM	Dragon Claw	HM	Cut
LV23	Screech	TM	Focus Punch	TM	Drain Punch	HM	Rock Smash
LV29	Leaf Blade	TM	Giga Impact	TM	Fling	HM	Strength
LV35	Agility	TM	Giga Drain	TM	Sleep Talk	HM	Rock Climb
LV43	Slam	TM	Grass Knot	TM	Rest		
LV51	Detect	TM	Endure	TM	Hyper Beam		
LV59	False Swipe	TM	X-Scissor	TM	Secret Power		
LV67	Leaf Storm	TM	Earthquake	TM	Flash		
LV72	Frenzy Plant	TM	Natural Gift	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	3	3	4	3	0
10	47	21	21	22	21	1730
20	72	41	36	42	36	38952
30	102	53	48	54	47	121835
40	123	63	58	64	56	300281
50	133	68	67	69	57	583640
60	143	71	68	77	67	977041
70	153	81	78	87	77	1375424
80	163	91	88	97	87	1774602
90	173	101	98	107	97	2174575
100	183	111	108	117	107	2575389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Scept-Claw		Jungle-Tag
	Scept-Card		Grass Blade
	Scept-Seal	TYPE	Grass Silk
	Drain Bangle		Grass Dust
EVOLUTION	Treeck-Thorn		Grass Gem
	Treeck-Card		Soothe Globe
	Forest Ore		
	Guard Ring		
	Grovy-Shoot		
	Grovy-Card		

IQ must be at least ★3–3.5 to know or learn Frenzy Plant



No.212 Pincer ♂♀



Scizor

TYPE BUG / STEEL

ABILITY Swarm / Technician

FAVORITE GUMMI Green Gummi / Silver Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ● Oblivion Forest B1–B14F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B95–B98F
- ● Destiny Tower 1–13F

EVOLUTION



Scyther (p. 634) → Scizor (Metal Coat & Link Cable)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	48
BASE EXP.	97

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Quick Attack	LV57	Swords Dance	TM	Fling	HM	Strength
LV1	Leer	TM	Swagger	TM	Sleep Talk	HM	Defog
LV1	Bullet Punch	TM	Return	TM	Rest		
LV1	Feint	TM	Facade	TM	Hyper Beam		
LV5	Focus Energy	TM	Brick Break	TM	Steel Wing		
LV9	Pursuit	TM	Giga Impact	TM	Roost		
LV13	False Swipe	TM	Silver Wind	TM	Secret Power		
LV17	Agility	TM	Endure	TM	Protect		
LV21	Metal Claw	TM	X-Scissor	TM	Substitute		
LV25	Fury Cutter	TM	Natural Gift	TM	False Swipe		
LV29	Slash	TM	Vacuum-Cut	TM	Hidden Power		
LV33	Razor Wind	TM	Wide Slash	TM	Attract		
LV37	Iron Defense	TM	Aerial Ace	TM	Frustration		
LV41	X-Scissor	TM	Swords Dance	TM	Captivate		
LV45	Night Slash	TM	Toxic	TM	Flash Cannon		
LV49	Double Hit	TM	Thief	HM	Cut		
LV53	Iron Head	TM	U-turn	HM	Rock Smash		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	15	13	19	14	0
10	45	22	16	26	18	1556
20	74	39	36	46	38	35034
30	104	49	43	57	45	109581
40	121	58	49	67	52	270079
50	126	63	54	72	57	524939
60	131	69	60	77	62	878773
70	141	79	70	87	72	1237087
80	151	89	80	97	82	1596117
90	161	99	90	107	92	1955861
100	171	109	100	117	102	2316363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Scizor Wing		Guard Gem
	Scizor Card		Defend Globe
	Steel Charm		Iron Silk
	Red Armlet		Steel Dust
EVOLUTION	Scyther Fang	TYPE	Metal Gem
	Scyther Card		Steel Globe
	Ambush Rock		
	Strike Ruff		
TYPE	Green Silk		
	Wonder Dust		

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No.123 Mantis ♂♀

Scyther



FOOTPRINT

TYPE BUG / FLYING

ABILITY Swarm / Technician

FAVORITE GUMMI Green Gummi / Sky Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Midnight Forest B1–B21F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B18–B22F
- ● Zero Isle West B16–B20F
- ● Zero Isle South B16–B18F
- ● Destiny Tower 16–19F

EVOLUTION



Scyther → Scizor (p. 633) — Metal Coat & Link Cable

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	88

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Vacuum Wave	LV61	Feint	TM	Sleep Talk	EGG	Razor Wind
LV1	Quick Attack	TM	Swagger	TM	Rest	EGG	Reversal
LV1	Leer	TM	Return	TM	Hyper Beam	EGG	Silver Wind
LV5	Focus Energy	TM	Facade	TM	Steel Wing	EGG	Endure
LV9	Pursuit	TM	Brick Break	TM	Roost	EGG	Safeguard
LV13	False Swipe	TM	Giga Impact	TM	Secret Power	EGG	Night Slash
LV17	Agility	TM	Silver Wind	TM	Protect	EGG	Baton Pass
LV21	Wing Attack	TM	Endure	TM	Substitute	EGG	Light Screen
LV25	Fury Cutter	TM	X-Scissor	TM	False Swipe	EGG	Bug Buzz
LV29	Slash	TM	Natural Gift	TM	Hidden Power		
LV33	Razor Wind	TM	Vacuum-Cut	TM	Attract		
LV37	Double Team	TM	Wide Slash	TM	Frustration		
LV41	X-Scissor	TM	Aerial Ace	TM	Captivate		
LV45	Night Slash	TM	Swords Dance	HM	Cut		
LV49	Double Hit	TM	Toxic	HM	Rock Smash		
LV53	Air Slash	TM	Thief	HM	Defog		
LV57	Swords Dance	TM	U-turn	EGG	Counter		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	16	9	12	8	0
10	35	23	12	19	12	1556
20	64	40	32	39	32	35034
30	94	50	39	50	39	109581
40	111	59	45	60	46	270079
50	116	64	50	65	51	524939
60	121	70	56	70	56	878773
70	131	80	66	80	66	1237087
80	141	90	76	90	76	1596117
90	151	100	86	100	86	1955861
100	161	110	96	110	96	2316363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Scyther Fang	TYPE	Guard Gem
	Scyther Card		Defend Globe
EVOLUTION	Ambush Rock		Sky Silk
	Strike Ruff		Sky Dust
	Scizor Wing		Sky Gem
	Scizor Card		Sky Globe
	Steel Charm		
TYPE	Red Armlet		
	Green Silk		
	Wonder Dust		



No.117 Dragon ♂♀

Seadra



TYPE WATER

ABILITY Poison Point / Sniper

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B1–B3F
- ● Destiny Tower 4–6F

EVOLUTION



Horsea (p. 572) → Seadra (Lv32) → Kingdra (p. 579) — Dragon Scale & Link Cable

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	32
BASE EXP.	63

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Bubble	TM	Facade	TM	Attract		
LV1	SmokeScreen	TM	Giga Impact	TM	Frustration		
LV1	Leer	TM	Endure	TM	Captivate		
LV1	Water Gun	TM	Brine	TM	Flash Cannon		
LV4	SmokeScreen	TM	Natural Gift	TM	Dragon Pulse		
LV8	Leer	TM	Vacuum-Cut	TM	Ice Beam		
LV11	Water Gun	TM	Wide Slash	HM	Waterfall		
LV14	Focus Energy	TM	Toxic	HM	Surf		
LV18	BubbleBeam	TM	Sleep Talk				
LV23	Agility	TM	Rest				
LV26	Twister	TM	Hyper Beam				
LV30	Brine	TM	Secret Power				
LV40	Hydro Pump	TM	Blizzard				
LV48	Dragon Dance	TM	Protect				
LV57	Dragon Pulse	TM	Substitute				
TM	Swagger	TM	Water Pulse				
TM	Return	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	10	12	10	11	0
10	56	28	21	30	25	1504
20	78	38	31	43	33	33860
30	98	44	37	46	37	105910
40	112	49	40	50	40	261032
50	120	54	44	53	43	507354
60	125	60	48	57	47	849334
70	135	70	58	67	57	1195646
80	145	80	68	77	67	1542648
90	155	90	78	87	77	1890341
100	165	100	88	97	87	2238766

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Brine Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Horsea Bow		
	Tornado Bow		
TYPE	Blue Silk		
	Water Dust		



No.119 Goldfish ♂♀

Seaking



TYPE WATER

ABILITY Swift Swim / Water Veil

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B7–B21F

EVOLUTION



Goldeen (p. 563) → Seaking (Lv33)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	29

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tail Whip	TM	Facade	TM	Attract		
LV1	Supersonic	TM	Giga Impact	TM	Frustration		
LV1	Peck	TM	Endure	TM	Captivate		
LV1	Water Sport	TM	Natural Gift	TM	Ice Beam		
LV2	Poison Jab	TM	Vacuum-Cut	HM	Waterfall		
LV7	Supersonic	TM	Wide Slash	HM	Surf		
LV11	Horn Attack	TM	Poison Jab				
LV17	Water Pulse	TM	Toxic				
LV21	Flail	TM	Sleep Talk				
LV27	Aqua Ring	TM	Rest				
LV31	Fury Attack	TM	Hyper Beam				
LV40	Waterfall	TM	Secret Power				
LV47	Horn Drill	TM	Blizzard				
LV56	Agility	TM	Protect				
LV63	Megahorn	TM	Substitute				
TM	Swagger	TM	Water Pulse				
TM	Return	TM	Hidden Power				

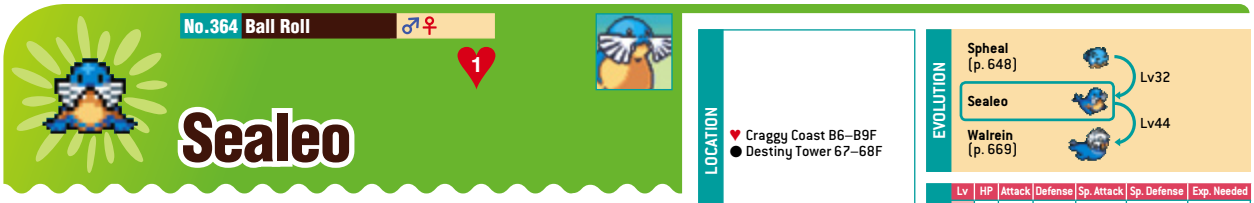
LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	9	9	9	9	0
10	39	21	21	18	18	1317
20	49	35	34	28	28	29658
30	59	46	46	38	38	92765
40	69	56	56	45	45	228634
50	79	66	66	52	52	444385
60	84	76	76	59	59	743922
70	94	86	86	69	69	1047252
80	104	96	96	79	79	1351187
90	114	106	106	89	89	1655728
100	124	116	116	99	99	1960909

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Seaking Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Goldeen Bow		
TYPE	Blue Silk		
	Water Dust		

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No.364 Ball Roll ♂♀

Sealeo

♥ 1

LOCATION
- ♥ Craggy Coast B6–B9F
- ● Destiny Tower 67–68F

EVOLUTION
- Spheal (p. 648)
- Lv32
- Sealeo
- Lv44
- Walrein (p. 669)

TYPE	ABILITY	FAVORITE GUMMI
ICE / WATER	Thick Fat Ice Body	Clear Gummi Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	50

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Encore	TM	Return	TM	Hidden Power		
LV1	Powder Snow	TM	Facade	TM	Attract		
LV1	Growl	TM	Endure	TM	Frustration		
LV1	Water Gun	TM	Brine	TM	Captivate		
LV7	Encore	TM	Earthquake	TM	Ice Beam		
LV13	Ice Ball	TM	Natural Gift	HM	Rock Smash		
LV19	Body Slam	TM	Vacuum-Cut	HM	Strength		
LV25	Aurora Beam	TM	Wide Slash	HM	Waterfall		
LV31	Hail	TM	Toxic	HM	Surf		
LV32	Swagger	TM	Sleep Talk				
LV39	Snore	TM	Rest				
LV39	Rest	TM	Secret Power				
LV47	Blizzard	TM	Blizzard				
LV55	Sheer Cold	TM	Roar				
TM	Iron Tail	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Rock Slide	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	12	6	12	6	0
10	34	19	12	19	12	1466
20	53	35	21	35	21	33002
30	73	47	25	46	25	103225
40	84	57	34	56	34	254414
50	99	69	46	69	47	494492
60	104	75	52	74	52	827803
70	114	85	62	84	62	1165335
80	124	95	72	94	72	1503541
90	134	105	82	104	82	1842420
100	144	115	92	114	92	2182012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Safe Scarf	TYPE	Icy Gem
			Icy Globe
			Blue Silk
			Water Dust
EVOLUTION	Sleet Bow		Aqua Gem
	Walrein Torc		Aqua Globe
TYPE	Clear Silk		
	Icy Dust		

No.273 Acorn ♂♀

Seedot

♥ 5

FOOTPRINT



LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Happy Outlook B1–B15F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B3–B7F
- ● Zero Isle East B3–B7F
- ● Zero Isle West B3–B7F

EVOLUTION
- Seedot
- Lv14
- Nuzleaf (p. 611)
- Leaf Stone
- Shiftry (p. 639)

TYPE	ABILITY	FAVORITE GUMMI
GRASS	Chlorophyll Early Bird	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	18

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Bide	TM	Vacuum-Cut	HM	Rock Smash		
LV3	Harden	TM	Wide Slash	EGG	Razor Wind		
LV7	Growth	TM	SolarBeam	EGG	Quick Attack		
LV13	Nature Power	TM	Explosion	EGG	Take Down		
LV21	Synthesis	TM	Bullet Seed	EGG	Amnesia		
LV31	Sunny Day	TM	Swords Dance	EGG	Worry Seed		
LV43	Explosion	TM	Toxic	EGG	False Swipe		
TM	Dig	TM	Sleep Talk	EGG	Leech Seed		
TM	Swagger	TM	Rest	EGG	Nasty Plot		
TM	Energy Ball	TM	Secret Power				
TM	Return	TM	Flash				
TM	Facade	TM	Protect				
TM	Giga Drain	TM	Substitute				
TM	Grass Knot	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				
TM	Shadow Ball	TM	Captivate				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	17	15	17	15	0
10	41	24	20	24	20	1441
20	61	38	29	38	29	32449
30	80	52	40	52	38	101496
40	90	61	46	62	45	250152
50	95	66	51	67	50	486207
60	100	72	57	72	55	813934
70	110	82	67	82	65	1145811
80	120	92	77	92	75	1478350
90	130	102	87	102	85	1811551
100	140	112	97	112	95	2145454

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Seedot Hat	TYPE	Grass Gem
			Soothe Globe
EVOLUTION	Nuzleaf Bow		
	Shiftry Belt		
TYPE	Grass Silk		
	Grass Dust		

No.86 Sea Lion ♂♀

Seel

♥ 2



LOCATION
- ♥ Brine Cave B1–B5F

EVOLUTION
- Seel
- Lv34
- Dewgong (p. 542)

TYPE	ABILITY	FAVORITE GUMMI
WATER	Thick Fat Hydration	Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	54

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Headbutt	TM	Return	TM	Substitute	EGG	Perish Song
LV3	Growl	TM	Facade	TM	Water Pulse		
LV7	Water Spout	TM	Endure	TM	Hidden Power		
LV11	Icy Wind	TM	Brine	TM	Attract		
LV13	Encore	TM	Natural Gift	TM	Frustration		
LV17	Ice Shard	TM	Vacuum-Cut	TM	Captivate		
LV21	Rest	TM	Safeguard	TM	Ice Beam		
LV23	Aqua Ring	TM	Wide Slash	HM	Waterfall		
LV27	Aurora Beam	TM	Dive	HM	Surf		
LV31	Aqua Jet	TM	Toxic	EGG	Encore		
LV33	Brine	TM	Thief	EGG	Disable		
LV37	Take Down	TM	Fling	EGG	Signal Beam		
LV41	Dive	TM	Sleep Talk	EGG	Lick		
LV43	Aqua Tail	TM	Rest	EGG	Slam		
LV47	Ice Beam	TM	Secret Power	EGG	Horn Drill		
LV51	Safeguard	TM	Blizzard	EGG	Icicle Spear		
TM	Swagger	TM	Protect	EGG	Fake Out		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	9	11	9	11	0
10	51	16	16	16	16	1585
20	71	26	21	26	21	35677
30	91	41	33	41	33	111593
40	111	51	39	51	39	275038
50	125	56	49	56	49	534578
60	131	62	55	61	55	894909
70	141	72	65	71	65	1259803
80	151	82	75	81	75	1625425
90	161	92	85	91	85	1991775
100	171	102	95	101	95	2358896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gentle Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	North Torc		
TYPE	Blue Silk		
	Water Dust		

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No.161 Scout ♂♀



Sentret



TYPE: NORMAL

ABILITY: Run Away, Keen Eye

FAVORITE GUMMI: White Gummi

LOCATION
- Mt. Travail 1–19F
- Shimmer Hill 1–17F
- Zero Isle South B19–B21F
- Destiny Tower 19–21F

EVOLUTION



Sentret → Lv15 → Furret (p. 556)



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Scratch	TM	Return	TM	U-turn	EGG	Pursuit
LV1	Foresight	TM	Flamethrower	TM	Fling	EGG	Focus Energy
LV4	Defense Curl	TM	Facade	TM	Sleep Talk	EGG	Reversal
LV7	Quick Attack	TM	Brick Break	TM	Rest	EGG	Slash
LV13	Fury Swipes	TM	Focus Punch	TM	Secret Power	EGG	Double-Edge
LV16	Helping Hand	TM	Grass Knot	TM	Protect	EGG	Last Resort
LV19	Follow Me	TM	Endure	TM	Substitute	EGG	Trick
LV25	Slam	TM	Natural Gift	TM	Water Pulse	EGG	Assist
LV28	Rest	TM	Shadow Claw	TM	Hidden Power	EGG	Covet
LV31	Sucker Punch	TM	Shadow Ball	TM	Attract	EGG	Substitute
LV36	Amnesia	TM	Thunderbolt	TM	Frustration		
LV39	Baton Pass	TM	Vacuum-Cut	TM	Captivate		
LV42	Me First	TM	Wide Slash	TM	Ice Beam		
LV47	Hyper Voice	TM	SolarBeam	HM	Cut		
TM	Iron Tail	TM	Charge Beam	HM	Surf		
TM	Dig	TM	Toxic	HM	Move Name		
TM	Swagger	TM	Thief	EGG	Charm		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	15	5	17	6	0
10	39	24	14	23	12	1487
20	56	34	24	31	22	33481
30	78	44	34	38	32	104724
40	98	52	43	45	42	258109
50	108	58	50	52	49	501674
60	113	65	57	59	56	839825
70	123	75	67	69	66	1182259
80	133	85	77	79	76	1525377
90	143	95	87	89	86	1869177
100	153	105	97	99	96	2213701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sentret Ruff	TYPE	White Gem
			Joy Globe
EVOLUTION	Body Collar		
TYPE	White Silk		
	Normal Dust		

No.336 Fang Snake ♂♀



Seviper



TYPE: POISON

ABILITY: Shed Skin

FAVORITE GUMMI: Pink Gummi

LOCATION
- Crystal Cave B1–B7F
- Southern Jungle 2–5F
- Limestone Cavern B1F–Deep B5F

EVOLUTION



Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	113

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Wrap	TM	Return	TM	Secret Power		
LV7	Lick	TM	Flamethrower	TM	Sludge Bomb		
LV10	Bite	TM	Facade	TM	Protect		
LV16	Poison Tail	TM	Giga Drain	TM	Substitute		
LV19	Screech	TM	Endure	TM	Hidden Power		
LV25	Glare	TM	X-Scissor	TM	Attract		
LV28	Crunch	TM	Earthquake	TM	Frustration		
LV34	Poison Fang	TM	Natural Gift	TM	Captivate		
LV37	Swagger	TM	Payback	HM	Rock Smash		
LV43	Haze	TM	Vacuum-Cut	HM	Strength		
LV46	Night Slash	TM	Wide Slash	EGG	Scary Face		
LV52	Poison Jab	TM	Taunt	EGG	Stockpile		
LV55	Wring Out	TM	Poison Jab	EGG	Assurance		
TM	Iron Tail	TM	Toxic	EGG	Night Slash		
TM	Dark Pulse	TM	Thief	EGG	Body Slam		
TM	Dig	TM	Sleep Talk	EGG	Swallow		
TM	Swagger	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	11	1	8	2	0
10	52	21	13	20	11	1647
20	72	31	20	30	19	37081
30	87	47	34	44	35	115983
40	103	63	50	60	51	285857
50	113	73	60	70	61	555607
60	123	84	69	79	72	930112
70	133	94	79	89	82	1309360
80	143	104	89	99	92	1689365
90	153	114	99	109	102	2070125
100	163	124	109	119	112	2451688

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Seviper Bow	TYPE	Poison Gem
			Poison Globe
EVOLUTION			
TYPE	Pink Silk		
	Poison Dust		

No.319 Brutal ♂♀



Sharpedo



TYPE: WATER, DARK

ABILITY: Rough Skin

FAVORITE GUMMI: Blue Gummi, Black Gummi

LOCATION
- Miracle Sea B1F–Deep B4F

EVOLUTION



Carvanha (p. 527) → Lv30 → Sharpedo



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Rage	LV50	Skull Bash	TM	Toxic	HM	Rock Smash
LV1	Bite	LV56	Night Slash	TM	Thief	HM	Strength
LV1	Focus Energy	TM	Dark Pulse	TM	Sleep Talk	HM	Waterfall
LV1	Leer	TM	Torment	TM	Rest	HM	Surf
LV5	Feint	TM	Swagger	TM	Hyper Beam		
LV6	Rage	TM	Return	TM	Secret Power		
LV8	Focus Energy	TM	Facade	TM	Blizzard		
LV11	Scary Face	TM	Giga Impact	TM	Roar		
LV16	Ice Fang	TM	Endure	TM	Protect		
LV18	Screech	TM	Brine	TM	Substitute		
LV21	Swagger	TM	Earthquake	TM	Water Pulse		
LV26	Assurance	TM	Natural Gift	TM	Hidden Power		
LV28	Crunch	TM	Payback	TM	Attract		
LV30	Slash	TM	Vacuum-Cut	TM	Frustration		
LV34	Aqua Jet	TM	Wide Slash	TM	Captivate		
LV40	Taunt	TM	Taunt	TM	Avalanche		
LV45	Agility	TM	Poison Jab	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	16	12	13	12	0
10	63	32	21	29	21	1568
20	83	38	28	38	27	35302
30	103	43	33	42	32	110420
40	123	48	37	46	38	272146
50	134	53	41	49	41	528957
60	140	60	45	55	45	885498
70	150	70	55	65	55	1246555
80	160	80	65	75	65	1608332
90	170	90	75	85	75	1970829
100	180	100	85	95	85	2334090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Vicious Bow	TYPE	Aqua Gem
			Aqua Globe
			Black Silk
			Dark Dust
EVOLUTION	Carva-Sash		Dark Gem
			Dusk Globe
TYPE	Blue Silk		
	Water Dust		

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No.492 Gratitude Unknown



Shaymin (Land Forme)

TYPE: GRASS

ABILITY: Natural Cure

FAVORITE GUMMI: Grass Gummi

LOCATION: (Does not appear in dungeons)

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	–

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growth	TM	Energy Ball	TM	Sleep Talk
LV10	Magical Leaf	TM	Return	TM	Rest
LV19	Leech Seed	TM	Facade	TM	Hyper Beam
LV28	Synthesis	TM	Giga Impact	TM	Secret Power
LV37	Sweet Scent	TM	Giga Drain	TM	Flash
LV46	Natural Gift	TM	Grass Knot	TM	Protect
LV55	Worry Seed	TM	Endure	TM	Substitute
LV64	Aromatherapy	TM	Psychic	TM	Hidden Power
LV73	Energy Ball	TM	Psych Up	TM	Frustration
LV82	Sweet Kiss	TM	Natural Gift		
LV91	Healing Wish	TM	Vacuum-Cut		
LV100	Seed Flare	TM	Safeguard		
Partner	Magical Leaf	TM	Wide Slash		
Partner	Leech Seed	TM	SolarBeam		
Partner	Synthesis	TM	Bullet Seed		
Partner	Natural Gift	TM	Swords Dance		
TM	Swagger	TM	Toxic		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	10	10	0
10	39	19	19	19	19	1416
20	49	29	29	29	29	31882
30	59	39	39	39	39	99723
40	69	49	49	49	49	245783
50	79	59	59	59	59	477717
60	89	69	69	69	69	799720
70	99	79	79	79	79	1125801
80	109	89	89	89	89	1452533
90	119	99	99	99	99	1779915
100	129	109	109	109	109	2107987

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Purify Veil	TYPE	Grass Gem
			Soothe Globe
EVOLUTION			
TYPE	Grass Silk		
	Grass Dust		

See p.152 for its stats when it accompanies you.



No.492 Gratitude Unknown



Shaymin (Sky Forme)

TYPE: GRASS FLYING

ABILITY: Serene Grace

FAVORITE GUMMI: Grass Gummi, Sky Gummi

LOCATION: (Does not appear in dungeons)

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	–

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growth	TM	Giga Drain	TM	Flash
LV10	Magical Leaf	TM	Grass Knot	TM	Protect
LV19	Leech Seed	TM	Endure	TM	Substitute
LV28	Quick Attack	TM	Psychic	TM	Hidden Power
LV37	Sweet Scent	TM	Psych Up	TM	Frustration
LV46	Natural Gift	TM	Natural Gift		
LV55	Worry Seed	TM	Vacuum-Cut		
LV64	Air Slash	TM	Safeguard		
LV73	Energy Ball	TM	Wide Slash		
LV82	Sweet Kiss	TM	SolarBeam		
LV91	Leaf Storm	TM	Bullet Seed		
LV100	Seed Flare	TM	Swords Dance		
TM	Swagger	TM	Toxic		
TM	Energy Ball	TM	Sleep Talk		
TM	Return	TM	Rest		
TM	Facade	TM	Hyper Beam		
TM	Giga Impact	TM	Secret Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	10	10	10	10	0
10	39	19	19	19	19	1416
20	49	29	29	29	29	31882
30	59	39	39	39	39	99723
40	69	49	49	49	49	245783
50	79	59	59	59	59	477717
60	89	69	69	69	69	799720
70	99	79	79	79	79	1125801
80	109	89	89	89	89	1452533
90	119	99	99	99	99	1779915
100	129	109	109	109	109	2107987

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Purify Veil	TYPE	Grass Gem
			Soothe Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION			Sky Globe
TYPE	Grass Silk		
	Grass Dust		



No.292 Shed Unknown



Shedinja

TYPE: BUG GHOST

ABILITY: Wonder Guard

FAVORITE GUMMI: Green Gummi, Purple Gummi

LOCATION:
- ♥ Sky Peak 8th Station Pass 1F–Sky Peak Summit Pass 5F
- ♥ Mt. Travail 1–19F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B20–B24F
- ● Zero Isle West B11–B15F
- ■ Dark Wasteland 1–4F
- ■ Spacial Cliffs 1–10F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION: Nincada (p. 609) → Lv20 → Ninjask (p. 609); Spare slot at Chimecho Assembly → Shedinja

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	2

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden	TM	Giga Impact	TM	Flash
LV1	Scratch	TM	Giga Drain	TM	Protect
LV5	Leech Life	TM	Endure	TM	Substitute
LV9	Sand-Attack	TM	X-Scissor	TM	False Swipe
LV14	Fury Swipes	TM	Natural Gift	TM	Hidden Power
LV19	Mind Reader	TM	Shadow Claw	TM	Frustration
LV25	Spite	TM	Shadow Ball	TM	Dream Eater
LV31	Confuse Ray	TM	Vacuum-Cut	HM	Cut
LV38	Shadow Sneak	TM	Wide Slash		
LV45	Grudge	TM	SolarBeam		
LV52	Heal Block	TM	Aerial Ace		
LV59	Shadow Ball	TM	Toxic		
TM	Dig	TM	Thief		
TM	Swagger	TM	Sleep Talk		
TM	Will-O-Wisp	TM	Rest		
TM	Return	TM	Hyper Beam		
TM	Facade	TM	Secret Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	1	27	8	26	7	0
10	3	29	10	28	8	1408
20	5	31	12	30	10	31707
30	7	33	14	32	12	99173
40	9	35	16	34	14	244428
50	11	37	18	36	16	475082
60	13	39	20	38	18	795310
70	15	41	22	40	20	1119593
80	17	43	24	42	22	1444524
90	19	45	26	44	24	1770100
100	21	47	28	46	26	2096363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Awe Mantle	TYPE	Guard Gem
			Defend Globe
			Purple Silk
			Shady Dust
EVOLUTION	Novice Scarf		Shadow Gem
	Ninja Ruff		Nether Globe
TYPE	Green Silk		
	Wonder Dust		

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No.372 Endurance ♂♀



Shelgon



TYPE DRAGON

ABILITY Rock Head

FAVORITE GUMMI Royal Gummi

LOCATION
- Sealed Ruin B1F–Deep B6F
- Sky Stairway 1–49F
- Zero Isle South B65–B69F
- Destiny Tower 65–69F
- Boulder Quarry B4F–Deep B5F
- Right Cave Path B4–B5F
- Left Cave Path B4–B5F

EVOLUTION
Bagon (p. 517) → Lv30 → Shelgon → Lv50 → Salamence (p. 632)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	119

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Rage	TM	Swagger	TM	Secret Power
LV1	Bite	TM	Rock Slide	TM	Roar
LV1	Headbutt	TM	Return	TM	Protect
LV1	Leer	TM	Flamethrower	TM	Substitute
LV5	Bite	TM	Facade	TM	Hidden Power
LV10	Leer	TM	Brick Break	TM	Attract
LV16	Headbutt	TM	Endure	TM	Frustration
LV20	Focus Energy	TM	Natural Gift	TM	Captivate
LV25	Ember	TM	Shadow Claw	TM	Dragon Pulse
LV30	Protect	TM	Vacuum-Cut	HM	Cut
LV32	DragonBreath	TM	Wide Slash	HM	Rock Smash
LV37	Zen Headbutt	TM	Fire Blast	HM	Strength
LV43	Scary Face	TM	Aerial Ace		
LV50	Crunch	TM	Toxic		
LV55	Dragon Claw	TM	Dragon Claw		
LV61	Double-Edge	TM	Sleep Talk		
LV72	Draco Meteor	TM	Rest		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	12	10	12	18	0
10	63	21	15	21	18	1629
20	74	31	20	31	23	36674
30	84	41	28	41	28	114711
40	104	56	45	51	45	282723
50	124	66	55	61	55	549515
60	143	76	65	71	65	919913
70	153	86	75	81	75	1295002
80	163	96	85	91	85	1670840
90	173	106	95	101	95	2047426
100	183	116	105	111	105	2424805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Outlast Bow	TYPE	Dragon Gem
			Dragon Globe
EVOLUTION	Crag Helmet		
	Sala-Cape		
TYPE	Royal Silk		
	Dragon Dust		

IQ must be at least ★3–3.5 to know or learn Draco Meteor

No.90 Bivalve ♂♀



Shellder



TYPE WATER

ABILITY Shell Armor
Skill Link

FAVORITE GUMMI Blue Gummi

LOCATION
- Beach Cave B1–B4F
- Surrounded Sea B1–B5F
- Zero Isle North B5–B9F
- Zero Isle East B1–B3F
- Zero Isle West B1–B3F
- Zero Isle South B1–B3F
- Destiny Tower 1–3F

EVOLUTION
Shellder → Water Stone → Cloyster (p. 535)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	9

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Brine	TM	Captivate
LV4	Withdraw	TM	Natural Gift	TM	Ice Beam
LV8	Supersonic	TM	Payback	HM	Surf
LV13	Icicle Spear	TM	Vacuum-Cut	EGG	Screech
LV16	Protect	TM	Wide Slash	EGG	Rapid Spin
LV20	Leer	TM	Explosion	EGG	Icicle Spear
LV25	Clamp	TM	Toxic	EGG	Take Down
LV28	Ice Shard	TM	Sleep Talk	EGG	BubbleBeam
LV32	Aurora Beam	TM	Rest	EGG	Barrier
LV37	Whirlpool	TM	Secret Power	EGG	Mud Shot
LV40	Iron Defense	TM	Blizzard		
LV44	Brine	TM	Protect		
LV49	Ice Beam	TM	Substitute		
TM	Swagger	TM	Water Pulse		
TM	Return	TM	Hidden Power		
TM	Facade	TM	Attract		
TM	Endure	TM	Frustration		

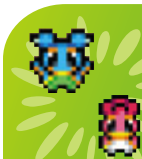
LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	4	4	5	5	0
10	28	18	9	16	10	1417
20	48	28	18	26	18	31899
30	68	38	28	36	28	99775
40	80	48	38	46	38	245912
50	90	58	48	56	47	477967
60	100	68	58	66	48	800138
70	110	78	68	76	58	1126390
80	120	88	78	86	68	1453293
90	130	98	88	96	78	1780847
100	140	108	98	106	88	2109090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shell-Torc	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Cover Armor		
TYPE	Blue Silk		
	Water Dust		

No.422 Sea Slug ♂♀



Shellos



TYPE WATER

ABILITY Sticky Hold
Storm Drain

FAVORITE GUMMI Blue Gummi

LOCATION
(East Sea)
- Beach Cave B1–B4F
- Miracle Sea B1–B5F
- Zero Isle North B41–B49F

(West Sea)
- Drenched Bluff B1–B6F

EVOLUTION
Shellos → Lv30 → Gastrodon (p. 558)

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	13–14
BASE EXP.	15

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Mud-Slap	TM	Wide Slash	EGG	Counter
LV2	Mud Sport	TM	Toxic	EGG	Fissure
LV4	Harden	TM	Sleep Talk	EGG	Amnesia
LV7	Water Pulse	TM	Rest	EGG	Curse
LV11	Mud Bomb	TM	Secret Power	EGG	Mirror Coat
LV16	Hidden Power	TM	Blizzard		
LV22	Rain Dance	TM	Protect		
LV29	Body Slam	TM	Substitute		
LV37	Muddy Water	TM	Water Pulse		
LV46	Recover	TM	Hidden Power		
TM	Swagger	TM	Attract		
TM	Return	TM	Frustration		
TM	Facade	TM	Captivate		
TM	Endure	TM	Ice Beam		
TM	Brine	HM	Surf		
TM	Natural Gift	EGG	Yawn		
TM	Vacuum-Cut	EGG	Memento		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	9	4	4	5	4	0
10	22	11	9	12	9	1497
20	48	26	20	27	20	33706
30	78	39	40	42	40	105428
40	103	48	47	52	47	259843
50	110	53	52	57	52	505044
60	115	59	58	62	57	845467
70	125	69	68	72	67	1190201
80	135	79	78	82	77	1535623
90	145	89	88	92	87	1881733
100	155	99	98	102	97	2228571

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Awake Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Gastro-Torc		
TYPE	Blue Silk		
	Water Dust		

Sizebust Orb does 14 damage to Shellos (East Sea), 13 to Shellos (West Sea)

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No.410 Shield ♂♀

FOOTPRINT



Shieldon

TYPE	ROCK	STEEL

ABILITY	Sturdy

FAVORITE GUMMI	Gray Gummi Silver Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	101

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crystal Cave B7–B11F
- ● Zero Isle South B63–B68F
- ● Destiny Tower 63–68F

EVOLUTION
- Shieldon
- Lv30 → Bastiodon (p. 519)

MOVE LIST

LV1	Tackle	TM	Flamethrower	TM	Secret Power	EGG	Fissure
LV1	Protect	TM	Thunder	TM	Blizzard	EGG	Headbutt
LV6	Taunt	TM	Facade	TM	Roar	EGG	Double-Edge
LV10	Metal Sound	TM	Endure	TM	Protect	EGG	Body Slam
LV15	Take Down	TM	Earthquake	TM	Substitute	EGG	Curse
LV19	Iron Defense	TM	Natural Gift	TM	Hidden Power	EGG	Rock Blast
LV24	Swagger	TM	Thunderbolt	TM	Attract		
LV28	AncientPower	TM	Vacuum-Cut	TM	Frustration		
LV33	Endure	TM	Wide Slash	TM	Captivate		
LV37	Metal Burst	TM	Stealth Rock	TM	Flash Cannon		
LV43	Iron Head	TM	Stone Edge	TM	Ice Beam		
TM	Iron Tail	TM	Fire Blast	TM	Rock Polish		
TM	Dig	TM	Taunt	HM	Rock Smash		
TM	Torment	TM	Shock Wave	HM	Strength		
TM	Swagger	TM	Toxic	EGG	Screech		
TM	Rock Slide	TM	Sleep Talk	EGG	Focus Energy		
TM	Return	TM	Rest	EGG	Scary Face		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	12	9	12	9	0
10	42	21	16	21	16	1695
20	58	34	25	34	25	38161
30	85	44	34	44	34	119362
40	115	53	45	54	46	294186
50	133	59	51	59	51	571794
60	143	69	61	69	61	957210
70	153	79	71	79	71	1347507
80	163	89	81	89	81	1738583
90	173	99	91	99	91	2130437
100	183	109	101	109	101	2523116

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Rebound Bow	Stone Gem
		Rock Globe
		Iron Silk
		Steel Dust
EVOLUTION	Block Brooch	Metal Gem
		Steel Globe
TYPE	Gray Silk	
	Rock Dust	

No.275 Wicked ♂♀

FOOTPRINT



Shiftry

TYPE	GRASS	DARK

ABILITY	Chlorophyll Early Bird

FAVORITE GUMMI	Grass Gummi Black Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	44
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Lost Wilderness B1–B17F
- ● Zero Isle Center B23–B25F
- ■ Deep Barren Valley 1–5F
- ■ Dark Wasteland 1–4F

EVOLUTION
- Seedot (p. 635)
- Lv14 → Nuzleaf (p. 611)
- Leaf Stone → Shiftry

MOVE LIST

LV1	Faint Attack	TM	Silver Wind	TM	Thief		
LV1	Razor Leaf	TM	Grass Knot	TM	Fling		
LV1	Whirlwind	TM	Endure	TM	Sleep Talk		
LV1	Nasty Plot	TM	Embargo	TM	Rest		
LV49	Leaf Storm	TM	Psych Up	TM	Hyper Beam		
TM	Dark Pulse	TM	X-Scissor	TM	Secret Power		
TM	Dig	TM	Natural Gift	TM	Flash		
TM	Torment	TM	Payback	TM	Protect		
TM	Swagger	TM	Shadow Ball	TM	Substitute		
TM	Rock Slide	TM	Vacuum-Cut	TM	Hidden Power		
TM	Energy Ball	TM	Wide Slash	TM	Attract		
TM	Return	TM	SolarBeam	TM	Frustration		
TM	Facade	TM	Explosion	TM	Captivate		
TM	Brick Break	TM	Bullet Seed	HM	Cut		
TM	Focus Blast	TM	Aerial Ace	HM	Rock Smash		
TM	Giga Impact	TM	Swords Dance	HM	Strength		
TM	Giga Drain	TM	Toxic	HM	Defog		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	20	11	19	13	0
10	39	27	16	26	18	1441
20	59	41	25	40	27	32449
30	78	55	36	54	36	101496
40	88	64	42	64	43	250152
50	93	69	47	69	48	486207
60	98	75	53	74	53	813934
70	108	85	63	84	63	1145811
80	118	95	73	94	73	1478350
90	128	105	83	104	83	1811551
100	138	115	93	114	93	2145454

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Shiftry Belt	Grass Gem
		Soothe Globe
		Black Silk
		Dark Dust
EVOLUTION	Seedot Hat	Dark Gem
	Nuzleaf	Dusk Globe
TYPE	Grass Silk	
	Grass Dust	

HERO / PARTNER

No.403 Flash ♂♀

FOOTPRINT



Shinx

TYPE	ELECTRIC

ABILITY	Rivalry Intimidate

FAVORITE GUMMI	Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	10

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Amp Plains 4F–Far 1F

EVOLUTION
- Shinx
- Lv15 → Luxio (p. 589)
- Lv30 → Luxray (p. 590)

MOVE LIST

LV1	Tackle	TM	Natural Gift	TM	Hidden Power		
LV5	Leer	TM	Thunderbolt	TM	Attract		
LV9	Charge	TM	Vacuum-Cut	TM	Frustration		
LV13	Spark	TM	Wide Slash	TM	Captivate		
LV17	Bite	TM	Charge Beam	HM	Strength		
LV21	Roar	TM	Shock Wave	EGG	Thunder Fang		
LV25	Swagger	TM	Thunder Wave	EGG	Ice Fang		
LV29	Thunder Fang	TM	Toxic	EGG	Quick Attack		
LV33	Crunch	TM	Thief	EGG	Howl		
LV37	Scary Face	TM	Sleep Talk	EGG	Take Down		
LV41	Discharge	TM	Rest	EGG	Fire Fang		
TM	Iron Tail	TM	Light Screen	(*1)	Quick Attack		
TM	Swagger	TM	Secret Power				
TM	Return	TM	Flash				
TM	Thunder	TM	Roar				
TM	Facade	TM	Protect				
TM	Endure	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	2	2	2	2	0
10	48	20	20	20	20	1634
20	77	40	40	35	35	36782
30	97	56	50	45	45	115049
40	117	65	58	55	55	283556
50	127	70	68	60	65	551133
60	136	75	74	65	75	922623
70	136	80	84	75	85	1298817
80	146	90	94	85	95	1675762
90	156	100	104	95	105	2053458
100	166	110	114	105	115	2431948

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Shinx Claw	Glare Tag
	Shinx Fang	Glare Sash
	Flash Tag	Yellow Silk
	Energy Scarf	Thunder Dust
EVOLUTION	Luxio Claw	Thunder Gem
	Luxio Fang	Volt Globe
	Spark Tag	
	Spark Scarf	
	Luxray Claw	
	Luxray Fang	

*1 Knows this move if it's the hero or partner; cannot remember this move once it is forgotten.

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No.285 Mushroom ♂♀



Shroomish

♥ 4



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Effect Spore Poison Heal	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	57

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● Rock Path B1–B5F
- ♥ Mt. Horn 1–6F
- ● Zero Isle East B16–B20F
- ● Zero Isle South B21–B25F
- ● Destiny Tower 21–25F
- ● Grass Maze B1–B5F
- ♥ Final Maze B1–B48F
- ■ Fortune Ravine B6–B8F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	16	7	13	6	0
10	39	23	12	20	11	1542
20	49	33	17	30	16	34714
30	75	52	36	49	35	108580
40	98	67	51	64	50	267611
50	108	72	56	69	55	520142
60	118	77	61	74	60	870742
70	128	82	66	80	66	1225782
80	138	92	76	90	76	1581530
90	148	102	86	100	86	1937987
100	158	112	96	110	96	2295194

MOVE LIST

LV1	Absorb	TM	Grass Knot	TM	Hidden Power		
LV5	Tackle	TM	Endure	TM	Attract		
LV9	Stun Spore	TM	Natural Gift	TM	Frustration		
LV13	Leech Seed	TM	Vacuum-Cut	TM	Captivate		
LV17	Mega Drain	TM	Safeguard	EGG	Charm		
LV21	Headbutt	TM	Wide Slash	EGG	Swagger		
LV25	PoisonPowder	TM	SolarBeam	EGG	Fake Tears		
LV29	Worry Seed	TM	Bullet Seed	EGG	Seed Bomb		
LV33	Growth	TM	Swords Dance	EGG	Helping Hand		
LV37	Giga Drain	TM	Toxic	EGG	Worry Seed		
LV41	Seed Bomb	TM	Sleep Talk	EGG	False Swipe		
LV45	Spore	TM	Rest	EGG	Wake-Up Slap		
TM	Swagger	TM	Secret Power				
TM	Energy Ball	TM	Flash				
TM	Return	TM	Sludge Bomb				
TM	Facade	TM	Protect				
TM	Giga Drain	TM	Substitute				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Mobile Bow	TYPE	Grass Gem
			Soothe Globe
EVOLUTION	Thwart Bow		
TYPE	Grass Silk		
	Grass Dust		

No.213 Mold ♂♀



Shuckle

♥ 5



TYPE	ABILITY	FAVORITE GUMMI
BUG / ROCK	Sturdy Gluttony	Green Gummi Gray Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	75

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Upper Steam Cave 1–7F
- ♥ Landslide Cave B1–B12F
- ● Zero Isle South B51–B55F
- ● Destiny Tower 51–55F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	5	20	5	20	0
10	19	14	25	14	25	1267
20	39	29	39	27	39	28523
30	61	39	59	37	59	89214
40	71	44	79	43	79	219882
50	80	49	90	48	90	427374
60	85	55	100	53	100	715444
70	90	60	110	58	110	1007162
80	95	65	120	63	120	1299463
90	100	70	130	68	130	1592345
100	106	76	140	74	140	1885844

MOVE LIST

LV1	Bide	TM	Natural Gift	TM	Frustration		
LV1	Withdraw	TM	Gyro Ball	TM	Captivate		
LV1	Constrict	TM	Vacuum-Cut	TM	Rock Polish		
LV9	Encore	TM	Safeguard	HM	Rock Smash		
LV14	Safeguard	TM	Wide Slash	HM	Strength		
LV22	Constrict	TM	Stealth Rock	EGG	Sweet Scent		
LV27	Rest	TM	Stone Edge	EGG	Sand Tomb		
LV40	Gastro Acid	TM	Toxic	EGG	Acupressure		
LV40	Bug Bite	TM	Sleep Talk	EGG	Helping Hand		
LV48	Power Trick	TM	Rest	EGG	Mud-Slap		
TM	Dig	TM	Secret Power	EGG	Knock Off		
TM	Swagger	TM	Flash				
TM	Rock Slide	TM	Sludge Bomb				
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				
TM	Endure	TM	Hidden Power				
TM	Earthquake	TM	Attract				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shuckle Bow	TYPE	Guard Gem
			Defend Globe
			Gray Silk
			Rock Dust
			Stone Gem
			Rock Globe
EVOLUTION			
TYPE	Green Silk		
	Wonder Dust		

No.353 Puppet ♂♀



Shuppet

♥ 4



TYPE	ABILITY	FAVORITE GUMMI
GHOST	Insomnia Frisk	Purple Gummi

TERRAIN	Pass-through
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	49

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Concealed Ruins B16–B19F
- ● Inferno Cave B1–B15F
- ● Zero Isle South B83–B87F
- ● Destiny Tower 83–87F
- ■ Barren Valley 1F–Deep 5F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	15	15	15	15	0
10	64	22	20	22	20	1540
20	84	32	25	32	25	34682
30	102	47	35	47	35	108481
40	112	56	41	57	42	267369
50	117	61	46	62	47	519671
60	122	67	52	67	52	869954
70	132	77	62	77	62	1224672
80	142	87	72	87	72	1580099
90	152	97	82	97	82	1936232
100	162	107	92	107	92	2293116

MOVE LIST

LV1	Knock Off	TM	Will-O-Wisp	TM	Shock Wave	EGG	Confuse Ray
LV5	Screech	TM	Return	TM	Thunder Wave	EGG	Pursuit
LV8	Night Shade	TM	Thunder	TM	Toxic	EGG	Astonish
LV13	Curse	TM	Facade	TM	Trick Room	EGG	Shadow Sneak
LV16	Spite	TM	Endure	TM	Thief	EGG	Disable
LV20	Shadow Sneak	TM	Psychic	TM	Sleep Talk	EGG	Payback
LV23	Will-O-Wisp	TM	Embargo	TM	Rest	EGG	Imprison
LV28	Faint Attack	TM	Psych Up	TM	Secret Power	EGG	Destiny Bond
LV31	Shadow Ball	TM	Natural Gift	TM	Flash	EGG	Foresight
LV35	Sucker Punch	TM	Payback	TM	Protect		
LV38	Embargo	TM	Shadow Ball	TM	Substitute		
LV43	Snatch	TM	Thunderbolt	TM	Calm Mind		
LV46	Grudge	TM	Vacuum-Cut	TM	Hidden Power		
LV50	Trick	TM	Wide Slash	TM	Attract		
TM	Dark Pulse	TM	Skill Swap	TM	Frustration		
TM	Torment	TM	Charge Beam	TM	Captivate		
TM	Swagger	TM	Taunt	TM	Dream Eater		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shuppet Cape	TYPE	Shadow Gem
			Nether Globe
EVOLUTION	Ominous Torc		
TYPE	Purple Silk		
	Shady Dust		

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No.266 Cocoon ♂♀



Silcoon



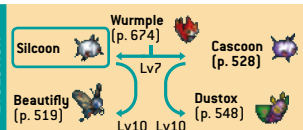
TYPE BUG

ABILITY Shed Skin

FAVORITE GUMMI Green Gummi

LOCATION
- ♥ Lush Prairie 1–5F
- ♥ Mystery Jungle 1–29F

EVOLUTION



TERRAIN	Doesn't move
SIZE	★☆☆☆
SLEEP	★★★★★
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	44

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Harden						
LV7	Harden						
TM	Vacuum-Cut						
TM	Wide Slash						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	14	6	17	6	0
10	37	23	11	24	11	1200
20	47	33	17	34	17	27018
30	57	43	27	44	27	84508
40	67	53	37	54	37	208283
50	77	63	47	64	47	404829
60	85	71	55	72	55	677703
70	95	81	65	82	65	954033
80	105	91	75	92	75	1230914
90	115	101	85	102	85	1508347
100	125	111	95	112	95	1786363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tough Scarf	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Wurmple Bow		
	Vivid Silk		
	Guard Bow		
	Dustox Bow		
TYPE	Green Silk		
	Wonder Dust		

No.227 Armor Bird ♂♀



Skarmory

FOOTPRINT



TYPE STEEL / FLYING

ABILITY Keen Eye, Sturdy

FAVORITE GUMMI Silver Gummi, Sky Gummi

LOCATION
- ● Chasm Cave B1–B5F
- ♥ Sky Stairway 1–49F
- ● Zero Isle North B41–B50F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B17–B19F
- ● Zero Isle Center B1–B49F
- ● Destiny Tower 67–71F
- ■ Dark Ice Mountain 1F–Peak 4F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	50
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Rock Slide	TM	Rest	EGG	Pursuit
LV1	Leer	TM	Return	TM	Steel Wing	EGG	Sky Attack
LV6	Sand-Attack	TM	Facade	TM	Roost	EGG	Assurance
LV11	Swift	TM	Endure	TM	Secret Power	EGG	Drill Peck
LV12	Agility	TM	X-Scissor	TM	Flash	EGG	Curse
LV17	Fury Attack	TM	Natural Gift	TM	Roar	EGG	Whirlwind
LV20	Feint	TM	Payback	TM	Protect	EGG	Brave Bird
LV24	Air Cutter	TM	Vacuum-Cut	TM	Substitute		
LV28	Spikes	TM	Wide Slash	TM	Hidden Power		
LV31	Metal Sound	TM	Stealth Rock	TM	Attract		
LV34	Steel Wing	TM	Taunt	TM	Frustration		
LV39	Air Slash	TM	Pluck	TM	Captivate		
LV42	Slash	TM	Aerial Ace	TM	Flash Cannon		
LV45	Night Slash	TM	Swords Dance	HM	Cut		
TM	Dark Pulse	TM	Toxic	HM	Rock Smash		
TM	Torment	TM	Thief	HM	Defog		
TM	Swagger	TM	Sleep Talk	HM	Fly		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	19	15	10	15	4	0
10	32	22	15	22	9	1709
20	49	32	20	32	14	38472
30	84	41	33	41	28	120336
40	114	61	53	61	48	296586
50	124	71	63	71	58	576459
60	134	81	73	81	68	965020
70	144	91	83	91	78	1358501
80	154	101	93	101	88	1752767
90	164	111	103	111	98	2147818
100	174	121	113	121	108	2543701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Skar-Cape	TYPE	Metal Gem
			Steel Globe
			Sky Silk
			Sky Dust
			Sky Gem
			Sky Globe
EVOLUTION			
TYPE	Iron Silk		
	Steel Dust		

No.188 Cottonweed ♂♀



Skiploom



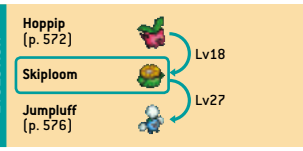
TYPE GRASS / FLYING

ABILITY Chlorophyll, Leaf Guard

FAVORITE GUMMI Grass Gummi, Sky Gummi

LOCATION
- ♥ Foggy Forest 1–11F
- ♥ Lush Prairie 1–5F
- ♥ Tiny Meadow 1–4F
- ● Zero Isle South B42–B46F
- ● Destiny Tower 42–46F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	54

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Synthesis	LV48	Bounce	TM	Toxic		
LV1	Tail Whip	LV52	Memento	TM	U-turn		
LV1	Tackle	TM	Swagger	TM	Sleep Talk		
LV1	Splash	TM	Energy Ball	TM	Rest		
LV4	Synthesis	TM	Return	TM	Secret Power		
LV7	Tailwind	TM	Facade	TM	Flash		
LV10	Take Down	TM	Giga Drain	TM	Protect		
LV12	PoisonPowder	TM	Silver Wind	TM	Substitute		
LV14	Stun Spore	TM	Grass Knot	TM	Hidden Power		
LV16	Sleep Powder	TM	Endure	TM	Attract		
LV20	Bullet Seed	TM	Natural Gift	TM	Frustration		
LV24	Leech Seed	TM	Vacuum-Cut	TM	Captivate		
LV28	Mega Drain	TM	Wide Slash				
LV32	Cotton Spore	TM	SolarBeam				
LV36	U-turn	TM	Bullet Seed				
LV40	Worry Seed	TM	Aerial Ace				
LV44	Giga Drain	TM	Swords Dance				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	15	14	14	14	0
10	38	24	16	23	15	1372
20	48	34	25	33	22	30884
30	62	44	35	42	32	96599
40	82	52	44	49	42	238083
50	97	58	51	56	51	462751
60	107	65	58	63	58	774666
70	117	75	68	73	68	1090532
80	127	85	78	83	78	1407028
90	137	95	88	93	88	1724154
100	147	105	98	103	98	2041948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Skip-Scarf	TYPE	Grass Gem
			Soothe Globe
			Sky Silk
			Sky Dust
EVOLUTION	Zephyr Bow		Sky Gem
	Cotton Torc		Sky Globe
TYPE	Grass Silk		
	Grass Dust		

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HERO
PARTNER

No.300 Kitten ♂♀



Skitty



FOOTPRINT



TYPE NORMAL

ABILITY Cute Charm
Normalize

FAVORITE GUMMI White Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 26
BASE EXP. 13

HOW TO RECRUIT
DEFEAT — DRINK
MISSION — EVOLUTION
EGG — OTHER

LOCATION
- The Nightmare B1–B12F
- Happy Outlook B1–B15F

EVOLUTION
Skitty → (Moon Stone) → Delcatty (p. 540)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	4	3	4	3	0
10	54	22	21	22	21	1775
20	74	39	36	37	37	39959
30	102	51	49	49	50	124987
40	126	61	59	59	60	308049
50	136	71	64	69	65	598739
60	146	81	70	79	71	1002317
70	156	91	80	89	81	1411005
80	166	101	90	99	91	1820510
90	176	111	100	109	101	2230829
100	186	121	110	119	111	2642012

MOVE LIST

LV1	Tackle	TM	Iron Tail	TM	Charge Beam	TM	Dream Eater
LV1	Growl	TM	Dig	TM	Shock Wave	TM	Ice Beam
LV4	Fake Out	TM	Swagger	TM	Thunder Wave	EGG	Fake Tears
LV4	Foresight	TM	Return	TM	Toxic	EGG	Tickle
LV6	Attract	TM	Thunder	TM	Sleep Talk	EGG	Uproar
LV7	Tail Whip	TM	Facade	TM	Rest	EGG	Psych Up
LV11	Sing	TM	Grass Knot	TM	Secret Power	EGG	Zen Headbutt
LV15	DoubleSlap	TM	Endure	TM	Blizzard	EGG	Helping Hand
LV18	Copycat	TM	Psych Up	TM	Flash	EGG	Last Resort
LV22	Assist	TM	Natural Gift	TM	Protect	EGG	Wish
LV25	Charm	TM	Payback	TM	Substitute	EGG	Fake Out
LV29	Faint Attack	TM	Shadow Ball	TM	Water Pulse	EGG	Baton Pass
LV32	Wake-Up Slap	TM	Thunderbolt	TM	Calm Mind	EGG	Sucker Punch
LV36	Covet	TM	Vacuum-Cut	TM	Hidden Power	EGG	Substitute
LV39	Heal Bell	TM	Safeguard	TM	Attract	*1	Zen Headbutt
LV42	Double-Edge	TM	Wide Slash	TM	Frustration		
LV46	Captivate	TM	SolarBeam	TM	Captivate		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Skitty Fang	TYPE	White Gem
	Skitty Card		Joy Globe
EVOLUTION	Smile Pebble		
	Heal Pendant		
	Delcat-Hair		
	Delcat-Fang		
	Prim Pebble		
	Guard Collar		
TYPE	White Silk		
	Normal Dust		

*1 Knows this move if it's the hero or partner; cannot remember this move once it is forgotten.

No.451 Scorpion ♂♀



Skorupi



TYPE POISON / BUG

ABILITY Battle Armor
Sniper

FAVORITE GUMMI Pink Gummi
Green Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 23
BASE EXP. 108

HOW TO RECRUIT
DEFEAT — DRINK
MISSION — EVOLUTION
EGG — OTHER

LOCATION
- Quicksand Cave B1F–Pit B5F
- Zero Isle West B10–B15F
- Zero Isle South B40–B45F
- Destiny Tower 40–45F
- Poison/Bug Maze B1–B5F
- Final Maze B1–B48F
- Dark Wasteland 1–4F

EVOLUTION
Skorupi → (Lv40) → Drapion (p. 545)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	11	1	8	2	0
10	52	21	13	20	11	1637
20	72	31	20	30	19	36865
30	83	41	30	40	29	115307
40	103	51	40	50	39	284192
50	123	61	50	60	49	552369
60	133	72	59	69	60	924692
70	143	82	69	79	70	1301730
80	153	92	79	89	80	1679521
90	163	102	89	99	90	2058063
100	173	112	99	109	100	2437402

MOVE LIST

LV1	Bite	TM	Dig	TM	Toxic	HM	Strength
LV1	Poison Sting	TM	Torment	TM	Thief	EGG	Confuse Ray
LV6	Leer	TM	Swagger	TM	Fling	EGG	Screech
LV12	Pin Missile	TM	Return	TM	Sleep Talk	EGG	Pursuit
LV17	Acupressure	TM	Facade	TM	Rest	EGG	Slash
LV23	Knock Off	TM	Brick Break	TM	Secret Power	EGG	Agility
LV28	Scary Face	TM	Endure	TM	Flash	EGG	Sand-Attack
LV34	Toxic Spikes	TM	X-Scissor	TM	Sludge Bomb	EGG	Faint Attack
LV37	Bug Bite	TM	Natural Gift	TM	Protect	EGG	Night Slash
LV39	Poison Fang	TM	Payback	TM	Substitute	EGG	Whirlwind
LV45	Crunch	TM	Shadow Ball	TM	False Swipe		
LV50	Cross Poison	TM	Vacuum-Cut	TM	Hidden Power		
Partner	Bite	TM	Wide Slash	TM	Attract		
Partner	Poison Sting	TM	Taunt	TM	Frustration		
Partner	Pin Missile	TM	Aerial Ace	TM	Captivate		
TM	Iron Tail	TM	Swords Dance	HM	Cut		
TM	Dark Pulse	TM	Poison Jab	HM	Rock Smash		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Skorupi Bow	TYPE	Poison Gem
			Poison Globe
			Green Silk
			Wonder Dust
EVOLUTION	Dust Scarf		Guard Gem
			Defend Globe
TYPE	Pink Silk		
	Poison Dust		

See p.398 for its stats when it accompanies you

No.435 Skunk ♂♀



Skuntank



TYPE POISON / DARK

ABILITY Stench
Aftermath

FAVORITE GUMMI Pink Gummi
Black Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%
DAMAGE DEALT BY SIZEBUST ORB 45
BASE EXP. 126

HOW TO RECRUIT
DEFEAT — DRINK
MISSION — EVOLUTION
EGG — OTHER

LOCATION
- Mystifying Forest 1–13F
- Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1F–8th Station Pass 1F
- Shimmer Hill 1–17F
- Mystery Jungle 1–29F
- Zero Isle North B61–B74F
- Destiny Tower 45–52F

EVOLUTION
Stunky (p. 652) → (Lv34) → Skuntank

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	15	12	10	13	0
10	36	24	22	17	20	1746
20	38	28	26	23	28	36929
30	57	36	29	31	33	115113
40	87	46	37	41	36	283291
50	109	55	46	50	42	550269
60	121	65	57	61	52	920877
70	131	75	67	71	62	1296177
80	141	85	77	81	72	1672225
90	151	95	87	91	82	2049022
100	161	105	97	101	92	2426611

MOVE LIST

LV1	Focus Energy	TM	Torment	TM	Toxic	HM	Defog
LV1	Poison Gas	TM	Swagger	TM	Thief		
LV1	Scratch	TM	Return	TM	Sleep Talk		
LV4	Poison Gas	TM	Flamethrower	TM	Rest		
LV7	Screech	TM	Facade	TM	Hyper Beam		
LV10	Fury Swipes	TM	Giga Impact	TM	Secret Power		
LV14	SmokeScreen	TM	Endure	TM	Sludge Bomb		
LV18	Feint	TM	Natural Gift	TM	Roar		
LV22	Slash	TM	Payback	TM	Protect		
LV27	Toxic	TM	Shadow Claw	TM	Substitute		
LV32	Night Slash	TM	Shadow Ball	TM	Hidden Power		
LV34	Flamethrower	TM	Vacuum-Cut	TM	Attract		
LV42	Memento	TM	Wide Slash	TM	Frustration		
LV52	Explosion	TM	Explosion	TM	Captivate		
TM	Iron Tail	TM	Fire Blast	HM	Cut		
TM	Dark Pulse	TM	Taunt	HM	Rock Smash		
TM	Dig	TM	Poison Jab	HM	Strength		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Stench Sash	TYPE	Poison Gem
			Poison Globe
			Black Silk
			Dark Dust
EVOLUTION	Stinky Scarf		Dark Gem
			Dusk Globe
TYPE	Pink Silk		
	Poison Dust		

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No.289 Lazy ♂♀

Slaking



TYPE NORMAL

ABILITY Truant

FAVORITE GUMMI White Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

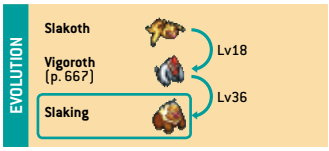
DAMAGE DEALT BY SIZEBUST ORB 45

BASE EXP. 113

HOW TO RECRUIT
DEFEAT | DRINK
MISSION | EVOLUTION
EGG | OTHER

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B21–B29F
- ● Zero Isle South B70–B75F
- ● Destiny Tower 70–75F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	23	16	20	14	0
10	52	28	21	25	19	1660
20	68	34	26	31	23	36639
30	88	44	36	41	27	114480
40	108	54	46	51	36	282023
50	119	64	56	56	46	548048
60	129	74	66	61	52	917365
70	139	84	76	71	62	1291360
80	149	94	86	81	72	1666100
90	159	104	96	91	82	2041586
100	169	114	106	101	92	2417863

MOVE LIST

LV1	Yawn	TM	Return	TM	Fire Blast	TM	Attract
LV1	Encore	TM	Flamethrower	TM	Taunt	TM	Frustration
LV1	Slack Off	TM	Thunder	TM	Aerial Ace	TM	Captivate
LV1	Scratch	TM	Facade	TM	Shock Wave	TM	Ice Beam
LV7	Encore	TM	Brick Break	TM	Toxic	HM	Cut
LV13	Slack Off	TM	Focus Blast	TM	Fling	HM	Rock Smash
LV19	Faint Attack	TM	Focus Punch	TM	Sleep Talk	HM	Strength
LV25	Amnesia	TM	Giga Impact	TM	Rest	HM	Rock Climb
LV31	Covet	TM	Endure	TM	Hyper Beam		
LV36	Swagger	TM	Earthquake	TM	Secret Power		
LV37	Counter	TM	Natural Gift	TM	Bulk Up		
LV43	Flail	TM	Shadow Claw	TM	Blizzard		
LV49	Fling	TM	Shadow Ball	TM	Roar		
LV55	Punishment	TM	Thunderbolt	TM	Protect		
LV61	Hammer Arm	TM	Vacuum-Cut	TM	Substitute		
TM	Swagger	TM	Wide Slash	TM	Water Pulse		
TM	Rock Slide	TM	SolarBeam	TM	Hidden Power		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lazy Ruff	TYPE	White Gem
			Joy Globe
EVOLUTION	Slak-Scarf		
	Vigor Sash		
TYPE	White Silk		
	Normal Dust		



No.287 Slacker ♂♀

FOOTPRINT

Slakoth



TYPE NORMAL

ABILITY Truant

FAVORITE GUMMI White Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★★★★★

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 70%

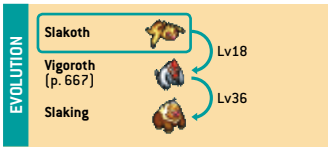
DAMAGE DEALT BY SIZEBUST ORB 31

BASE EXP. 87

HOW TO RECRUIT
DEFEAT | DRINK
MISSION | EVOLUTION
EGG | OTHER

LOCATION
- ♥ Crevice Cave B1–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B17–B20F
- ● Destiny Tower 17–20F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	25	15	20	15	0
10	55	30	20	25	20	1660
20	71	36	25	31	24	36639
30	91	46	35	41	28	114480
40	111	56	45	51	37	282023
50	122	66	55	56	47	548048
60	132	76	65	61	53	917365
70	142	86	75	71	63	1291360
80	152	96	85	81	73	1666100
90	162	106	95	91	83	2041586
100	172	116	105	101	93	2417863

MOVE LIST

LV1	Yawn	TM	Endure	TM	Blizzard	EGG	Sleep Talk
LV1	Scratch	TM	Natural Gift	TM	Protect	EGG	Body Slam
LV7	Encore	TM	Shadow Claw	TM	Substitute	EGG	Curse
LV13	Slack Off	TM	Shadow Ball	TM	Water Pulse	EGG	Crush Claw
LV19	Faint Attack	TM	Thunderbolt	TM	Hidden Power		
LV25	Amnesia	TM	Vacuum-Cut	TM	Attract		
LV31	Covet	TM	Wide Slash	TM	Frustration		
LV37	Counter	TM	SolarBeam	TM	Captivate		
LV43	Flail	TM	Fire Blast	TM	Ice Beam		
TM	Swagger	TM	Aerial Ace	HM	Cut		
TM	Rock Slide	TM	Shock Wave	HM	Rock Smash		
TM	Return	TM	Toxic	HM	Strength		
TM	Flamethrower	TM	Fling	EGG	Hammer Arm		
TM	Thunder	TM	Sleep Talk	EGG	Snore		
TM	Facade	TM	Rest	EGG	Pursuit		
TM	Brick Break	TM	Secret Power	EGG	Slash		
TM	Focus Punch	TM	Bulk Up	EGG	Night Slash		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Slak-Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION	Vigor Sash		
	Lazy Ruff		
TYPE	White Silk		
	Normal Dust		



No.80 Hermit Crab ♂♀

Slowbro



TYPE WATER / PSYCHIC

ABILITY Oblivious
Own Tempo

FAVORITE GUMMI Blue Gummi
Gold Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 120%

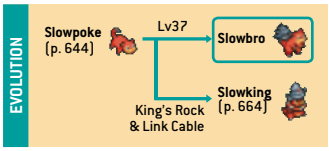
DAMAGE DEALT BY SIZEBUST ORB 31

BASE EXP. 65

HOW TO RECRUIT
DEFEAT | DRINK
MISSION | EVOLUTION
EGG | OTHER

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Marine Resort 1–18F
- ♥ Bottomless Sea B1–B49F
- ● Treacherous Waters B1–B15F
- ● Zero Isle North B2–B4F
- ● Zero Isle West B25–B30F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	9	10	13	13	0
10	58	14	15	21	17	1488
20	78	22	20	31	22	33508
30	95	32	25	41	29	104807
40	105	42	30	48	36	258313
50	115	54	41	55	43	502071
60	120	67	54	62	50	840490
70	130	77	64	72	60	1183195
80	140	87	74	82	70	1526585
90	150	97	84	92	80	1870657
100	160	107	94	102	90	2215454

MOVE LIST

LV1	Yawn	TM	Iron Tail	TM	Shadow Ball	TM	Flash
LV1	Tackle	TM	Dig	TM	Vacuum-Cut	TM	Protect
LV1	Growl	TM	Swagger	TM	Safeguard	TM	Substitute
LV1	Curse	TM	Return	TM	Wide Slash	TM	Water Pulse
LV6	Growl	TM	Flamethrower	TM	Skill Swap	TM	Calm Mind
LV11	Water Gun	TM	Facade	TM	Fire Blast	TM	Hidden Power
LV15	Confusion	TM	Brick Break	TM	Thunder Wave	TM	Attract
LV20	Disable	TM	Focus Blast	TM	Toxic	TM	Frustration
LV25	Headbutt	TM	Focus Punch	TM	Trick Room	TM	Captivate
LV29	Water Pulse	TM	Giga Impact	TM	Drain Punch	TM	Avalanche
LV34	Zen Headbutt	TM	Grass Knot	TM	Fling	TM	Dream Eater
LV37	Withdraw	TM	Endure	TM	Sleep Talk	TM	Recycle
LV41	Slack Off	TM	Psychic	TM	Rest	TM	Ice Beam
LV47	Amnesia	TM	Brine	TM	Hyper Beam	HM	Rock Smash
LV54	Psychic	TM	Psych Up	TM	Light Screen	HM	Strength
LV61	Rain Dance	TM	Earthquake	TM	Secret Power	HM	Surf
LV67	Psych Up	TM	Natural Gift	TM	Blizzard		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	King Cap	TYPE	Aqua Gem
			Aqua Globe
			Gold Silk
			Psyche Dust
EVOLUTION	Slowpoke Hat		Psyche Gem
	Slow-Scarf		Psyche Globe
TYPE	Blue Silk		
	Water Dust		

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No.199 Royal ♂♀



Slowking



♥ 0

TYPE WATER / PSYCHIC

ABILITY Oblivious, Own Tempo

FAVORITE GUMMI Blue Gummi, Gold Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ■ Limestone Cavern B1–B5F

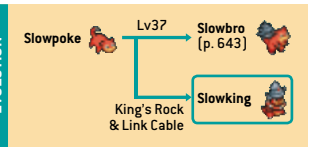
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Yawn	TM	Iron Tail	TM	Shadow Ball	TM	Flash
LV1	Tackle	TM	Dig	TM	Vacuum-Cut	TM	Protect
LV1	Curse	TM	Swagger	TM	Safeguard	TM	Substitute
LV1	Hidden Power	TM	Return	TM	Wide Slash	TM	Water Pulse
LV5	Power Gem	TM	Flamethrower	TM	Skill Swap	TM	Calm Mind
LV6	Growl	TM	Facade	TM	Fire Blast	TM	Hidden Power
LV11	Water Gun	TM	Brick Break	TM	Thunder Wave	TM	Attract
LV15	Confusion	TM	Focus Blast	TM	Toxic	TM	Frustration
LV20	Disable	TM	Focus Punch	TM	Trick Room	TM	Captivate
LV25	Headbutt	TM	Giga Impact	TM	Drain Punch	TM	Avalanche
LV29	Water Pulse	TM	Grass Knot	TM	Fling	TM	Dream Eater
LV34	Zen Headbutt	TM	Endure	TM	Sleep Talk	TM	Recycle
LV39	Nasty Plot	TM	Psychic	TM	Rest	TM	Ice Beam
LV43	Swagger	TM	Brine	TM	Hyper Beam	HM	Rock Smash
LV48	Psychic	TM	Psych Up	TM	Light Screen	HM	Strength
LV53	Trump Card	TM	Earthquake	TM	Secret Power	HM	Surf
LV57	Psych Up	TM	Natural Gift	TM	Blizzard		

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	10	7	10	7	0
10	58	15	12	18	11	1488
20	78	23	17	28	16	33508
30	95	33	22	38	23	104807
40	105	43	27	45	30	258313
50	115	55	38	52	37	502071
60	120	68	51	59	44	840490
70	130	78	61	69	54	1183195
80	140	88	71	79	64	1526585
90	150	98	81	89	74	1870657
100	160	108	91	99	84	2215454

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	King Cap	Aqua Gem
		Aqua Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Slowpoke Hat	Psyche Gem
	Slow-Scarf	Psyche Globe
TYPE	Blue Silk	
	Water Dust	

No.79 Dopey ♂♀



Slowpoke



♥ 5

TYPE WATER / PSYCHIC

ABILITY Oblivious, Own Tempo

FAVORITE GUMMI Blue Gummi, Gold Gummi

LOCATION
- ♥ Lake Afar B1–B20F
- ● Zero Isle East B2–B4F
- ● Zero Isle West B3–B4F

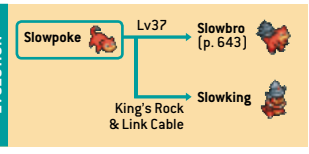
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	20

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Yawn	TM	Swagger	TM	Thunder Wave	TM	Dream Eater
LV1	Tackle	TM	Return	TM	Toxic	TM	Recycle
LV1	Curse	TM	Flamethrower	TM	Trick Room	TM	Ice Beam
LV6	Growl	TM	Facade	TM	Sleep Talk	HM	Strength
LV11	Water Gun	TM	Grass Knot	TM	Rest	HM	Surf
LV15	Confusion	TM	Endure	TM	Light Screen	EGG	Snore
LV20	Disable	TM	Psychic	TM	Secret Power	EGG	Me First
LV25	Headbutt	TM	Brine	TM	Blizzard	EGG	Zen Headbutt
LV29	Water Pulse	TM	Psych Up	TM	Flash	EGG	Safeguard
LV34	Zen Headbutt	TM	Earthquake	TM	Protect	EGG	Block
LV39	Slack Off	TM	Natural Gift	TM	Substitute	EGG	Mud Sport
LV43	Amnesia	TM	Shadow Ball	TM	Water Pulse	EGG	Sleep Talk
LV48	Psychic	TM	Vacuum-Cut	TM	Calm Mind	EGG	Belly Drum
LV53	Rain Dance	TM	Safeguard	TM	Hidden Power	EGG	Stomp
LV57	Psych Up	TM	Wide Slash	TM	Attract	EGG	Future Sight
TM	Iron Tail	TM	Skill Swap	TM	Frustration		
TM	Dig	TM	Fire Blast	TM	Captivate		

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	34	10	11	13	12	0
10	52	15	16	21	16	1488
20	72	23	21	31	21	33508
30	89	33	26	41	28	104807
40	99	43	31	48	35	258313
50	109	55	42	55	42	502071
60	114	68	55	62	49	840490
70	124	78	65	72	59	1183195
80	134	88	75	82	69	1526585
90	144	98	85	92	79	1870657
100	154	108	95	102	89	2215454

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Slowpoke Hat	Aqua Gem
		Aqua Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Slow-Scarf	Psyche Gem
	King Cap	Psyche Globe
TYPE	Blue Silk	
	Water Dust	

No.218 Lava ♂♀



Slugma



♥ 5

TYPE FIRE

ABILITY Magma Armor, Flame Body

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Steam Cave 1–8F
- ♥ Dark Crater B1–B12F
- ♥ Giant Volcano 1–10F
- ● Zero Isle East B11–B15F
- ● Zero Isle Center B28–B30F

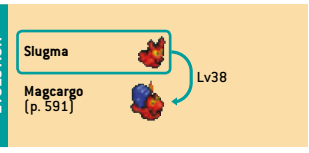
TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	55

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Yawn	TM	Return	TM	Frustration		
LV1	Smog	TM	Flamethrower	TM	Captivate		
LV8	Ember	TM	Facade	TM	Reflect		
LV11	Rock Throw	TM	Endure	HM	Rock Smash		
LV16	Harden	TM	Natural Gift	EGG	SmokeScreen		
LV23	Recover	TM	Vacuum-Cut	EGG	Memento		
LV26	AncientPower	TM	Wide Slash	EGG	Acid Armor		
LV31	Amnesia	TM	Fire Blast	EGG	Heat Wave		
LV38	Lava Plume	TM	Toxic	EGG	Curse		
LV41	Rock Slide	TM	Sleep Talk				
LV46	Body Slam	TM	Rest				
LV53	Flamethrower	TM	Light Screen				
LV56	Earth Power	TM	Secret Power				
TM	Swagger	TM	Protect				
TM	Rock Slide	TM	Substitute				
TM	Overheat	TM	Hidden Power				
TM	Will-O-Wisp	TM	Attract				

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	36	17	9	17	9	0
10	43	22	13	23	13	1619
20	62	32	22	32	22	36439
30	92	42	32	42	32	113977
40	122	50	41	51	41	280913
50	134	55	46	56	46	545997
60	139	61	52	61	51	914025
70	149	71	62	71	61	1286714
80	159	81	72	81	71	1660146
90	169	91	82	91	81	2034322
100	179	101	92	101	91	2409285

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Lava Bow	Fiery Gem
		Fiery Globe
EVOLUTION	Torrid Scarf	
TYPE	Red Silk	
	Fire Dust	

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No.235 Painter ♂♀

♥4

Smeargle



TYPE NORMAL

ABILITY Own Tempo / Technician

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Foggy Forest 1–5F
- ♥ Marine Resort 1–18F
- ■ Fortune Ravine B1–B5F

EVOLUTION

Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	63

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Sketch						
LV11	Sketch						
LV21	Sketch						
LV31	Sketch						
LV41	Sketch						
LV51	Sketch						
LV61	Sketch						
LV71	Sketch						
LV81	Sketch						
LV91	Sketch						
TM	Vacuum-Cut						
TM	Wide Slash						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	6	2	9	4	0
10	29	10	5	12	7	1579
20	38	18	13	19	14	35547
30	67	38	33	39	34	111185
40	97	58	53	59	54	274031
50	107	68	63	69	64	532621
60	117	74	67	73	68	891632
70	127	84	77	83	78	1255190
80	137	94	87	93	88	1619474
90	147	104	97	103	98	1984482
100	157	114	107	113	108	2350259

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Paint Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.238 Kiss ♀ Only

♥4

Smoochum



TYPE ICE / PSYCHIC

ABILITY Oblivious / Forewarn

FAVORITE GUMMI Clear Gummi / Gold Gummi

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B1–B5F
- ● Zero Isle West B21–B25F
- ■ Vast Ice Mountain 1F–Peak 8F

EVOLUTION

Smoochum → Lv30 → Jynx (p. 577)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	127

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Pound	TM	Grass Knot	TM	Secret Power	EGG	Wish
LV5	Lick	TM	Endure	TM	Blizzard	EGG	Fake Out
LV8	Sweet Kiss	TM	Psychic	TM	Flash	EGG	Miracle Eye
LV11	Powder Snow	TM	Psych Up	TM	Protect	EGG	Meditate
LV15	Confusion	TM	Natural Gift	TM	Substitute	EGG	Ice Punch
LV18	Sing	TM	Payback	TM	Water Pulse		
LV21	Mean Look	TM	Shadow Ball	TM	Calm Mind		
LV25	Fake Tears	TM	Vacuum-Cut	TM	Hidden Power		
LV28	Lucky Chant	TM	Wide Slash	TM	Attract		
LV31	Avalanche	TM	Skill Swap	TM	Frustration		
LV35	Psychic	TM	Toxic	TM	Captivate		
LV38	Copycat	TM	Trick Room	TM	Avalanche		
LV41	Perish Song	TM	Thief	TM	Dream Eater		
LV45	Blizzard	TM	Fling	TM	Recycle		
TM	Swagger	TM	Sleep Talk	TM	Reflect		
TM	Return	TM	Rest	TM	Ice Beam		
TM	Facade	TM	Light Screen	EGG	Psych Up		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	12	12	10	10	0
10	57	26	29	28	28	1618
20	81	36	39	44	44	36426
30	101	46	49	54	54	113934
40	117	51	52	58	57	280807
50	127	56	56	61	60	545791
60	132	62	60	65	64	913681
70	142	72	70	75	74	1286228
80	152	82	80	85	84	1659520
90	162	92	90	95	94	2033554
100	172	102	100	105	104	2408376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Smooch-Song	TYPE	Icy Dust
	Smooch-Card		Icy Gem
	Kiss Charm		Icy Globe
	Heart Tiara		Gold Silk
	Chic Shard		Psyche Dust
	Jynx Song		Psyche Gem
EVOLUTION	Jynx Card		Psyche Globe
	Frozen Ore		
	Ruin Scarf		
	Clear Silk		



No.215 Sharp Claw ♂♀

♥4

Sneasel



TYPE DARK / ICE

ABILITY Inner Focus / Keen Eye

FAVORITE GUMMI Black Gummi / Clear Gummi

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle West B16–B20F

EVOLUTION

Sneasel → Razor Claw & Lunar Ribbon → Weavile (p. 670)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	4

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Taunt	TM	Return	TM	Toxic	HM	Cut
LV1	Leer	TM	Facade	TM	Thief	HM	Rock Smash
LV1	Scratch	TM	Brick Break	TM	Fling	HM	Strength
LV8	Quick Attack	TM	Focus Punch	TM	Sleep Talk	HM	Surf
LV10	Screech	TM	Endure	TM	Rest	EGG	Spite
LV14	Faint Attack	TM	Embargo	TM	Secret Power	EGG	Pursuit
LV21	Fury Swipes	TM	Psych Up	TM	Blizzard	EGG	Punishment
LV24	Agility	TM	X-Scissor	TM	Protect	EGG	Counter
LV28	Icy Wind	TM	Natural Gift	TM	Substitute	EGG	Bite
LV35	Slash	TM	Payback	TM	False Swipe	EGG	Ice Shard
LV38	Beat Up	TM	Shadow Claw	TM	Calm Mind	EGG	Double Hit
LV42	Metal Claw	TM	Shadow Ball	TM	Hidden Power	EGG	Fake Out
LV49	Ice Shard	TM	Vacuum-Cut	TM	Attract	EGG	Crush Claw
TM	Iron Tail	TM	Wide Slash	TM	Frustration	EGG	Foresight
TM	Dark Pulse	TM	Taunt	TM	Captivate	EGG	Reflect
TM	Dig	TM	Aerial Ace	TM	Avalanche	EGG	Ice Punch
TM	Torment	TM	Swords Dance	TM	Dream Eater		
TM	Swagger	TM	Poison Jab	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	15	11	11	11	0
10	50	31	22	24	18	1648
20	70	44	33	36	34	37099
30	90	54	43	46	49	116041
40	110	64	53	56	56	286001
50	120	74	63	63	63	555887
60	125	84	73	70	70	930580
70	135	94	83	80	80	1310019
80	145	104	93	90	90	1690215
90	155	114	103	100	100	2071167
100	165	124	113	110	110	2452922

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sneasel Claw	TYPE	Dark Gem
	Sneasel Card		Dusk Globe
	Dusk Jewel		Clear Silk
	Cruel Ring		Icy Dust
EVOLUTION	Weavile Claw		Icy Gem
	Weavile Fang		Icy Globe
	Vile Tag		
	Ruin Armlet		
TYPE	Black Silk		
	Dark Dust		

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No. Sleeping ♂♀ Forms

♥ 0

FOOTPRINT



Snorlax

TYPE NORMAL

ABILITY Immunity, Thick Fat

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Mystery Jungle 1–29F
- ● Zero Isle West B30–B34F
- ● Zero Isle South B36–B40F
- ● Destiny Tower 36–40F

EVOLUTION

Munchlax (p.606) → Snorlax: lO of ★2–2.5

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	51
BASE EXP.	121

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Flamethrower	TM	Shock Wave	HM	Rock Smash
LV4	Defense Curl	TM	Thunder	TM	Toxic	HM	Strength
LV9	Amnesia	TM	Facade	TM	Fling	HM	Surf
LV12	Lick	TM	Brick Break	TM	Sleep Talk	HM	Rock Climb
LV17	Belly Drum	TM	Focus Blast	TM	Rest		
LV20	Yawn	TM	Focus Punch	TM	Hyper Beam		
LV25	Rest	TM	Giga Impact	TM	Secret Power		
LV28	Sleep Talk	TM	Endure	TM	Blizzard		
LV28	Snore	TM	Psychic	TM	Protect		
LV33	Body Slam	TM	Earthquake	TM	Substitute		
LV36	Block	TM	Natural Gift	TM	Water Pulse		
LV41	Rollout	TM	Shadow Ball	TM	Hidden Power		
LV44	Crunch	TM	Thunderbolt	TM	Attract		
LV49	Giga Impact	TM	Vacuum-Cut	TM	Frustration		
TM	Swagger	TM	Wide Slash	TM	Captivate		
TM	Rock Slide	TM	SolarBeam	TM	Recycle		
TM	Return	TM	Fire Blast	TM	Ice Beam		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	5	3	5	3	0
10	57	19	17	19	17	1773
20	87	36	34	36	34	39909
30	114	50	46	50	46	124830
40	128	60	56	60	56	307663
50	138	70	65	70	65	597988
60	148	80	66	80	66	1001060
70	158	90	76	90	76	1409237
80	168	100	86	100	86	1818228
90	178	110	96	110	96	2228033
100	188	120	106	120	106	2638701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Snorlax Gasp	TYPE	White Gem
	Snorlax Fang		Joy Globe
	Valor Charm		
	Glee Scarf		
EVOLUTION	Munch-Drool		
	Munch-Claw		
	Tummy Charm		
	Glutton Cape		
TYPE	White Silk		
	Normal Dust		



No.361 Snow Hat ♂♀ Forms

♥ 4



Snorunt

TYPE ICE

ABILITY Inner Focus, Ice Body

FAVORITE GUMMI Clear Gummi

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B60–B65F
- ● Destiny Tower 60–65F

EVOLUTION

Snorunt → Lv42 → Glalie (p.561)

Snorunt → ♀ & Dawn Stone → Froslass (p.556)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	97

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Powder Snow	TM	Shadow Ball	TM	Captivate		
LV1	Leer	TM	Vacuum-Cut	TM	Avalanche		
LV4	Double Team	TM	Safeguard	TM	Ice Beam		
LV10	Bite	TM	Wide Slash	EGG	Disable		
LV13	Icy Wind	TM	Toxic	EGG	Bide		
LV19	Headbutt	TM	Sleep Talk	EGG	Rollout		
LV22	Protect	TM	Rest	EGG	Block		
LV28	Ice Fang	TM	Light Screen	EGG	Spikes		
LV31	Crunch	TM	Secret Power				
LV37	Ice Shard	TM	Blizzard				
LV40	Hail	TM	Flash				
LV46	Blizzard	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Return	TM	Water Pulse				
TM	Facade	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	4	13	4	13	0
10	46	11	18	11	18	1654
20	56	24	23	24	22	37229
30	66	34	27	34	26	116447
40	90	58	51	58	50	287001
50	116	68	61	68	60	557829
60	126	78	71	78	70	933832
70	136	88	81	88	80	1314596
80	146	98	91	98	90	1696121
90	156	108	101	108	100	2078404
100	166	118	111	118	110	2461493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chilly Hat	TYPE	Icy Gem
			Icy Globe
EVOLUTION	Hail Scarf		
	Froslass Bow		
TYPE	Clear Silk		
	Icy Dust		



No.459 Frost Tree ♂♀ Forms

♥ 5



Snover

TYPE GRASS / ICE

ABILITY Snow Warning

FAVORITE GUMMI Grass Gummi, Clear Gummi

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ■ Deep Star Cave (B5F)

EVOLUTION

Snover → Lv40 → Abomasnow (p.511)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	96

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Powder Snow	TM	Giga Drain	TM	Hidden Power		
LV1	Leer	TM	Grass Knot	TM	Attract		
LV5	Razor Leaf	TM	Endure	TM	Frustration		
LV9	Icy Wind	TM	Natural Gift	TM	Captivate		
LV13	GrassWhistle	TM	Shadow Ball	TM	Avalanche		
LV17	Swagger	TM	Vacuum-Cut	TM	Ice Beam		
LV21	Mist	TM	Safeguard	EGG	Mist		
LV26	Ice Shard	TM	Wide Slash	EGG	Double-Edge		
LV31	Ingrain	TM	SolarBeam	EGG	Growth		
LV36	Wood Hammer	TM	Bullet Seed	EGG	Seed Bomb		
LV41	Blizzard	TM	Swords Dance	EGG	Stomp		
LV46	Sheer Cold	TM	Toxic	EGG	Magical Leaf		
Partner	Powder Snow	TM	Sleep Talk	EGG	Leech Seed		
Partner	Icy Wind	TM	Rest				
Partner	GrassWhistle	TM	Light Screen				
Partner	Swagger	TM	Secret Power				
TM	Iron Tail	TM	Blizzard				
TM	Swagger	TM	Flash				
TM	Energy Ball	TM	Protect				
TM	Return	TM	Substitute				
TM	Facade	TM	Water Pulse				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	17	11	17	13	0
10	47	22	16	22	18	1913
20	62	28	20	28	22	43072
30	72	38	24	38	26	134722
40	82	48	31	48	33	332042
50	87	58	41	53	38	645373
60	107	68	51	58	43	1080385
70	118	78	61	68	53	1520905
80	130	90	73	80	65	1962305
90	160	120	103	110	95	2404583
100	188	149	132	139	124	2847792

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Snowy Torc	TYPE	Grass Gem
			Soothe Globe
			Clear Silk
			Icy Dust
EVOLUTION	Frozen Cape		Icy Gem
			Icy Globe
TYPE	Grass Silk		
	Grass Dust		

See p.683 for its stats when it appears as a dungeon boss; see p.396 for its stats when it accompanies you.

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No.209 Fairy ♂♀ Forms



Snubbull

♥ 4

TYPE NORMAL

ABILITY Intimidate / Run Away

FAVORITE GUMMI White Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 30

BASE EXP. 78

HOW TO RECRUIT
DEFEAT | DRINK | MISSION | EVOLUTION | EGG | OTHER

LOCATION
- ♥ Steam Cave 1–8F
- ♥ Marine Resort 1–18F
- ● Zero Isle South B16–B21F
- ■ Spring Cave B1–B4F

EVOLUTION


Snubbull → Lv23 → Granbull (p.564)

MOVE LIST

LV1	Charm	TM	Swagger	TM	Fire Blast	TM	Attract
LV1	Tail Whip	TM	Overheat	TM	Taunt	TM	Frustration
LV1	Tackle	TM	Return	TM	Shock Wave	TM	Captivate
LV3	Scary Face	TM	Flamethrower	TM	Thunder Wave	HM	Rock Smash
LV3	Fire Fang	TM	Thunder	TM	Toxic	HM	Strength
LV5	Thunder Fang	TM	Facade	TM	Thief	EGG	Snore
LV5	Ice Fang	TM	Brick Break	TM	Fling	EGG	Heal Bell
LV7	Bite	TM	Focus Punch	TM	Sleep Talk	EGG	Close Combat
LV13	Lick	TM	Endure	TM	Rest	EGG	Crunch
LV19	Headbutt	TM	Earthquake	TM	Secret Power	EGG	Thunder Fang
LV25	Roar	TM	Natural Gift	TM	Bulk Up	EGG	SmellingSalt
LV31	Rage	TM	Payback	TM	Sludge Bomb	EGG	Ice Fang
LV37	Take Down	TM	Shadow Ball	TM	Roar	EGG	Faint Attack
LV43	Payback	TM	Thunderbolt	TM	Protect	EGG	Present
LV49	Crunch	TM	Vacuum-Cut	TM	Substitute	EGG	Fire Fang
TM	Dig	TM	Wide Slash	TM	Water Pulse	EGG	Metronome
TM	Torment	TM	SolarBeam	TM	Hidden Power	EGG	Reflect

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	37	16	11	18	11	0
10	45	21	15	24	15	1686
20	54	31	20	33	20	37967
30	78	50	42	57	42	118754
40	94	63	58	73	58	292687
50	114	73	68	83	68	568880
60	124	81	78	91	76	952333
70	134	91	88	101	86	1340640
80	144	101	98	111	96	1729724
90	154	111	108	121	106	2119581
100	164	121	118	131	116	2510259

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Snub-Cape	TYPE	White Gem
			Joy Globe
EVOLUTION	Stern Sash		
TYPE	White Silk		
	Normal Dust		



No.338 Meteorite Unknown



Solrock

♥ 4

TYPE ROCK / PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gray Gummi / Gold Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

DAMAGE DEALT BY SIZEBUST ORB 28

BASE EXP. 102

HOW TO RECRUIT
DEFEAT | DRINK | MISSION | EVOLUTION | EGG | OTHER

LOCATION
- ● Temporal Tower 1–13F
- ♥ Spacial Rift B4–B10F
- ● Zero Isle South B86–B90F
- ● Destiny Tower 84–89F
- ■ Dark Wasteland 1–4F

EVOLUTION

Does not evolve

MOVE LIST

LV1	Harden	TM	Return	TM	Stealth Rock	TM	Hidden Power
LV1	Tackle	TM	Flamethrower	TM	Stone Edge	TM	Frustration
LV1	Confusion	TM	Facade	TM	SolarBeam	TM	Dream Eater
LV9	Rock Throw	TM	Giga Impact	TM	Explosion	TM	Recycle
LV12	Fire Spin	TM	Grass Knot	TM	Fire Blast	TM	Reflect
LV20	Rock Polish	TM	Endure	TM	Charge Beam	TM	Rock Polish
LV23	Psywave	TM	Psychic	TM	Toxic		
LV31	Embargo	TM	Embargo	TM	Trick Room		
LV34	Cosmic Power	TM	Psych Up	TM	Sleep Talk		
LV42	Heal Block	TM	Earthquake	TM	Rest		
LV45	Rock Slide	TM	Natural Gift	TM	Hyper Beam		
LV53	SolarBeam	TM	Gyro Ball	TM	Light Screen		
LV56	Explosion	TM	Shadow Ball	TM	Secret Power		
TM	Swagger	TM	Vacuum-Cut	TM	Flash		
TM	Rock Slide	TM	Safeguard	TM	Protect		
TM	Overheat	TM	Wide Slash	TM	Substitute		
TM	Will-O-Wisp	TM	Skill Swap	TM	Calm Mind		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	62	12	27	32	30	0
10	71	21	27	37	30	13697
20	87	31	28	42	31	63972
30	115	41	32	47	35	159592
40	135	51	38	56	41	350115
50	145	60	48	61	51	644827
60	151	67	54	67	57	1048820
70	161	77	64	77	67	1457761
80	171	87	74	87	77	1867491
90	181	97	84	97	87	2278011
100	191	107	94	107	97	2689366

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Solrock Bow	TYPE	Stone Gem
			Rock Globe
			Gold Silk
			Psyche Dust
			Psyche Gem
EVOLUTION			Psyche Globe
TYPE	Gray Silk		
	Rock Dust		



No.21 Tiny Bird ♂♀ Forms



Spearow

♥ 5

TYPE NORMAL / FLYING

ABILITY Keen Eye

FAVORITE GUMMI White Gummi / Sky Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★★★☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 18

BASE EXP. 64

HOW TO RECRUIT
DEFEAT | DRINK | MISSION | EVOLUTION | EGG | OTHER

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle East B3–B6F
- ● Zero Isle West B3–B6F
- ● Zero Isle South B9–B12F
- ● Destiny Tower 9–12, 41–45F

EVOLUTION


Spearow → Lv20 → Fearow (p.553)

MOVE LIST

LV1	Peck	TM	Wide Slash	HM	Defog		
LV1	Growl	TM	Pluck	HM	Fly		
LV5	Leer	TM	Aerial Ace	EGG	Astonish		
LV9	Fury Attack	TM	Toxic	EGG	Sky Attack		
LV13	Pursuit	TM	Thief	EGG	Scary Face		
LV17	Aerial Ace	TM	U-turn	EGG	Uproar		
LV21	Mirror Move	TM	Sleep Talk	EGG	Faint Attack		
LV25	Agility	TM	Rest	EGG	Quick Attack		
LV29	Assurance	TM	Steel Wing	EGG	Tri Attack		
LV33	Roost	TM	Roost	EGG	Whirlwind		
LV37	Drill Peck	TM	Secret Power	EGG	False Swipe		
TM	Swagger	TM	Protect				
TM	Return	TM	Substitute				
TM	Facade	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				
TM	Vacuum-Cut	TM	Captivate				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	15	7	17	7	0
10	50	22	14	24	14	1622
20	80	32	24	34	24	36521
30	105	42	34	44	34	114232
40	119	52	43	54	43	281542
50	128	58	47	58	47	547219
60	133	68	57	68	57	916070
70	143	78	67	78	67	1289592
80	153	88	77	88	77	1663860
90	163	98	87	98	87	2038873
100	173	108	97	108	97	2414675

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Quirky Bow	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Wing Scarf		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

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No.363 Clap ♂♀ Forms



5

Spheal

TYPE ICE / WATER

ABILITY Thick Fat / Ice Body

FAVORITE GUMMI Clear Gummi / Blue Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 22

BASE EXP. 46

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- Side Path B1–B5F
- ♥ Craggy Coast B1–B5F
- Destiny Tower 65–66F

EVOLUTION
Spheal → Lv32 → Sealeo (p.635) → Lv44 → Walrein (p.669)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	12	8	12	8	0
10	34	19	14	19	14	1466
20	53	35	23	35	23	33002
30	73	47	27	46	27	103225
40	84	57	36	56	36	254414
50	99	69	48	69	49	494492
60	104	75	54	74	54	827803
70	114	85	64	84	64	1165335
80	124	95	74	94	74	1503541
90	134	105	84	104	84	1842420
100	144	115	94	114	94	2182012

MOVE LIST

LV1	Powder Snow	TM	Facade	TM	Frustration		
LV1	Growl	TM	Endure	TM	Captivate		
LV1	Defense Curl	TM	Brine	TM	Ice Beam		
LV3	Water Gun	TM	Earthquake	HM	Rock Smash		
LV7	Encore	TM	Natural Gift	HM	Strength		
LV13	Ice Ball	TM	Vacuum-Cut	HM	Waterfall		
LV19	Body Slam	TM	Wide Slash	HM	Surf		
LV25	Aurora Beam	TM	Toxic	EGG	Yawn		
LV31	Hail	TM	Sleep Talk	EGG	Rock Slide		
LV37	Snore	TM	Rest	EGG	Signal Beam		
LV37	Rest	TM	Secret Power	EGG	Fissure		
LV43	Blizzard	TM	Blizzard	EGG	Curse		
LV49	Sheer Cold	TM	Protect	EGG	Water Sport		
TM	Iron Tail	TM	Substitute				
TM	Swagger	TM	Water Pulse				
TM	Rock Slide	TM	Hidden Power				
TM	Return	TM	Attract				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Sleet Bow		Icy Gem
			Icy Globe
			Blue Silk
			Water Dust
EVOLUTION	Safe Scarf		Aqua Gem
	Walrein Torc		Aqua Globe
TYPE	Clear Silk		
	Icy Dust		



No.167 String Spit ♂♀ Forms



4

Spinarak

TYPE BUG / POISON

ABILITY Swarm / Insomnia

FAVORITE GUMMI Green Gummi / Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ☆☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 25

BASE EXP. 26

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mt. Bristle 1–9F
- Zero Isle East B11–B15F
- Zero Isle West B11–B15F
- Zero Isle South B26–B32F
- Destiny Tower 26–32F
- Mt. Avalanche B1–B5F
- ♥ Poison/Bug Maze B1–B48F
- ■ Murky Forest 3–7F

EVOLUTION
Spinarak → Lv22 → Ariados (p.515)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	15	9	15	9	0
10	36	23	14	25	13	1794
20	56	39	24	35	22	40391
30	81	52	36	45	39	126335
40	109	62	54	55	55	311372
50	129	72	64	65	65	605199
60	148	83	73	74	76	1013131
70	158	93	83	84	86	1426230
80	168	103	93	94	96	1840153
90	178	113	103	104	106	2254899
100	188	123	113	114	116	2670519

MOVE LIST

LV1	String Shot	TM	Facade	TM	Substitute		
LV1	Poison Sting	TM	Giga Drain	TM	Hidden Power		
LV5	Scary Face	TM	Endure	TM	Attract		
LV8	Constrict	TM	Psychic	TM	Frustration		
LV12	Leech Life	TM	Natural Gift	TM	Captivate		
LV15	Night Shade	TM	Vacuum-Cut	EGG	Pursuit		
LV19	Shadow Sneak	TM	Wide Slash	EGG	Disable		
LV22	Fury Swipes	TM	SolarBeam	EGG	Psybeam		
LV26	Sucker Punch	TM	Poison Jab	EGG	Signal Beam		
LV29	Spider Web	TM	Toxic	EGG	SonicBoom		
LV33	Agility	TM	Thief	EGG	Poison Jab		
LV36	Pin Missile	TM	Sleep Talk	EGG	Toxic Spikes		
LV40	Psychic	TM	Rest	EGG	Baton Pass		
LV43	Poison Jab	TM	Secret Power				
TM	Dig	TM	Flash				
TM	Swagger	TM	Sludge Bomb				
TM	Return	TM	Protect				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Spina-Scarf		Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Ariados Bow		Poison Gem
			Poison Globe
TYPE	Green Silk		
	Wonder Dust		



No.327 Spot Panda ♂♀ Forms

FOOTPRINT



0

Spinda

TYPE NORMAL

ABILITY Own Tempo / Tangled Feet

FAVORITE GUMMI White Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 34

BASE EXP. 78

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- The Nightmare B1–B13F
- ♥ Marine Resort 1–9F
- ♥ Lost Wilderness B1–B17F
- Zero Isle South B22–B25F
- Destiny Tower 50–54F

EVOLUTION
Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	9	9	9	10	0
10	44	18	18	18	19	1399
20	57	28	28	28	29	31490
30	77	38	38	38	39	98494
40	88	48	41	42	42	242755
50	98	55	45	45	45	471830
60	104	62	50	50	51	789866
70	114	72	60	60	61	1111929
80	124	82	70	70	71	1434635
90	134	92	80	80	81	1757983
100	144	102	90	90	91	2082012

MOVE LIST

LV1	Tackle	TM	Facade	TM	Fling	EGG	Encore
LV5	Uproar	TM	Brick Break	TM	Sleep Talk	EGG	Rock Slide
LV10	Copycat	TM	Focus Punch	TM	Rest	EGG	Disable
LV14	Faint Attack	TM	Endure	TM	Secret Power	EGG	SmellingSalt
LV19	Psybeam	TM	Psychic	TM	Flash	EGG	Psycho Cut
LV23	Hypnosis	TM	Psych Up	TM	Protect	EGG	Trick
LV28	Dizzy Punch	TM	Natural Gift	TM	Substitute	EGG	Role Play
LV32	Sucker Punch	TM	Shadow Ball	TM	Water Pulse	EGG	Wish
LV37	Teeter Dance	TM	Vacuum-Cut	TM	Calm Mind	EGG	Fake Out
LV41	Psych Up	TM	Safeguard	TM	Hidden Power	EGG	Assist
LV46	Double-Edge	TM	Wide Slash	TM	Attract	EGG	Baton Pass
LV50	Flail	TM	Skill Swap	TM	Frustration		
LV55	Thrash	TM	Shock Wave	TM	Captivate		
TM	Dig	TM	Toxic	TM	Dream Eater		
TM	Swagger	TM	Trick Room	TM	Recycle		
TM	Rock Slide	TM	Drain Punch	HM	Rock Smash		
TM	Return	TM	Thief	HM	Strength		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Hula Bow		White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

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No.442 Forbidden ♂♀ Forms



♥ 0

Spiritomb

LOCATION
- ● Sealed Ruin Pit (Deep B7F)
- ♥ Spacial Rift B15–B5F
- ♥ Sky Stairway 7–14F

EVOLUTION

Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
GHOST / DARK	Pressure	Purple Gummi, Black Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	106

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Spite	TM	Return	TM	Rest	EGG	Destiny Bond
LV1	Shadow Sneak	TM	Facade	TM	Hyper Beam		
LV1	Curse	TM	Giga Impact	TM	Secret Power		
LV2	Confuse Ray	TM	Silver Wind	TM	Flash		
LV3	Pursuit	TM	Endure	TM	Protect		
LV7	Faint Attack	TM	Psychic	TM	Substitute		
LV13	Hypnosis	TM	Embargo	TM	Water Pulse		
LV19	Dream Eater	TM	Psych Up	TM	Calm Mind		
LV25	Ominous Wind	TM	Natural Gift	TM	Hidden Power		
LV31	Sucker Punch	TM	Shadow Ball	TM	Attract		
LV37	Nasty Plot	TM	Vacuum-Cut	TM	Frustration		
LV43	Memento	TM	Wide Slash	TM	Captivate		
LV49	Dark Pulse	TM	Taunt	TM	Dream Eater		
TM	Dark Pulse	TM	Shock Wave	EGG	Pain Split		
TM	Torment	TM	Toxic	EGG	SmokeScreen		
TM	Swagger	TM	Thief	EGG	Grudge		
TM	Will-O-Wisp	TM	Sleep Talk	EGG	Imprison		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	40	35	40	35	0
10	63	49	45	47	42	15816
20	79	53	49	53	50	65402
30	89	58	52	56	54	156397
40	99	63	55	60	57	334057
50	109	68	59	63	60	606862
60	119	74	63	67	64	979462
70	129	84	73	77	74	1356580
80	139	94	83	87	84	1734419
90	149	104	93	97	94	2112978
100	159	114	103	107	104	2492301

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Shadow Veil	TYPE	Shadow Gem
			Nether Globe
			Black Silk
			Dark Dust
			Dark Gem
EVOLUTION			Dusk Globe
TYPE	Purple Silk		
	Shady Dust		

See p.682 for its stats when it appears as a dungeon boss



No.325 Bounce ♂♀ Forms



♥ 4

Spoink

LOCATION
- ● The Nightmare B1–B11F
- ♥ Marine Resort 1–7F
- ● Destiny Tower 2–4F

EVOLUTION

Spoink → (Lv32) → Grumpig (p.567)

TYPE	ABILITY	FAVORITE GUMMI
PSYCHIC	Thick Fat, Own Tempo	Gold Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	85

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Splash	TM	Return	TM	Trick Room	EGG	Zen Headbutt
LV7	Psywave	TM	Facade	TM	Thief	EGG	Extrasensory
LV10	Odor Sleuth	TM	Grass Knot	TM	Sleep Talk	EGG	Trick
LV14	Psybeam	TM	Endure	TM	Rest	EGG	Amnesia
LV15	Psych Up	TM	Psychic	TM	Light Screen	EGG	Substitute
LV18	Confuse Ray	TM	Psych Up	TM	Secret Power	EGG	Mirror Coat
LV21	Magic Coat	TM	Natural Gift	TM	Flash	EGG	Future Sight
LV26	Zen Headbutt	TM	Payback	TM	Protect		
LV29	Snore	TM	Shadow Ball	TM	Substitute		
LV29	Rest	TM	Vacuum-Cut	TM	Calm Mind		
LV34	Payback	TM	Wide Slash	TM	Hidden Power		
LV41	Psychic	TM	Skill Swap	TM	Attract		
LV46	Power Gem	TM	Charge Beam	TM	Frustration		
LV48	Bounce	TM	Taunt	TM	Captivate		
TM	Iron Tail	TM	Shock Wave	TM	Dream Eater		
TM	Torment	TM	Thunder Wave	TM	Recycle		
TM	Swagger	TM	Toxic	TM	Reflect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	10	6	10	6	0
10	53	24	20	24	22	1290
20	71	34	30	34	30	29048
30	76	39	33	37	34	90858
40	81	44	36	41	37	223933
50	86	49	40	44	40	435247
60	91	55	44	48	44	728624
70	101	65	54	58	54	1025716
80	111	75	64	68	64	1323401
90	121	85	74	78	74	1621678
100	131	95	84	88	84	1920584

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Spring Bow	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION	Scheme Scarf		
TYPE	Gold Silk		
	Psyche Dust		



HERO / PARTNER

No.7 Tiny Turtle ♂♀ Forms

♥ 5

FOOTPRINT



Squirtle

LOCATION
- ♥ Lake Afar B1–B8F

EVOLUTION

Squirtle → (Lv16) → Wartortle (p.669) → (Lv36) → Blastoise (p.522)

TYPE	ABILITY	FAVORITE GUMMI
WATER	Torrent	Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	11

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Return	TM	Substitute	EGG	Muddy Water
LV4	Tail Whip	TM	Facade	TM	Water Pulse	EGG	Mud Sport
LV7	Bubble	TM	Brick Break	TM	Hidden Power	EGG	Fake Out
LV10	Withdraw	TM	Focus Punch	TM	Attract	EGG	Foresight
LV13	Water Gun	TM	Endure	TM	Frustration	EGG	Mirror Coat
LV16	Bite	TM	Brine	TM	Captivate	EGG	Refresh
LV19	Rapid Spin	TM	Natural Gift	TM	Ice Beam		
LV22	Protect	TM	Gyro Ball	HM	Rock Smash		
LV25	Water Pulse	TM	Vacuum-Cut	HM	Strength		
LV28	Aqua Tail	TM	Wide Slash	HM	Waterfall		
LV31	Skull Bash	TM	Toxic	HM	Surf		
LV34	Iron Defense	TM	Fling	EGG	Aqua Jet		
LV37	Rain Dance	TM	Sleep Talk	EGG	Aqua Ring		
LV40	Hydro Pump	TM	Rest	EGG	Yawn		
TM	Iron Tail	TM	Secret Power	EGG	Haze		
TM	Dig	TM	Blizzard	EGG	Flail		
TM	Swagger	TM	Protect	EGG	Mist		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	3	3	3	3	0
10	53	17	21	17	21	1716
20	78	34	38	34	38	38629
30	102	50	50	50	50	120824
40	116	60	60	60	60	297790
50	126	70	69	70	69	578799
60	136	80	70	80	70	968936
70	146	90	80	90	80	1364014
80	156	100	90	100	90	1759881
90	166	110	100	110	100	2156535
100	176	120	110	120	110	2554025

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Squirt-Foam		Blasto-Seal
	Squirt-Card		Hydro Band
	Water-Guard	TYPE	Blue Silk
	Aqua Tie		Water Dust
EVOLUTION	Wartor-Claw		Aqua Gem
	Wartor-Fang		Aqua Globe
	Wartor-Crest		
	BubbleBangle		
	Blasto-Claw		
	Blasto-Card		

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No.234 Big Horn ♂♀ Forms



Stantler

♥ 4

TYPE NORMAL

ABILITY Intimidate, Frisk

FAVORITE GUMMI White Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 120%
DAMAGE DEALT BY SIZEBUST ORB 31
BASE EXP. 63

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- ♥ Foggy Forest 6–11F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle South B31–B36F
- ● Destiny Tower 4–7F
- ■ Fortune Ravine B1–B4F

EVOLUTION



Does not evolve

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	6	3	9	4	0
10	30	10	6	12	7	1705
20	35	16	10	16	11	38382
30	63	40	34	40	35	120053
40	89	66	55	66	56	295889
50	109	76	65	76	66	575105
60	128	86	75	86	76	962753
70	138	96	85	96	86	1355310
80	148	106	95	106	96	1748651
90	158	116	105	116	106	2142774
100	168	126	115	126	116	2537727

MOVE LIST

LV1	Tackle	TM	Return	TM	Thunder Wave	HM	Dream Eater
LV3	Leer	TM	Thunder	TM	Toxic	HM	Reflect
LV7	Astonish	TM	Facade	TM	Trick Room	EGG	Thrash
LV10	Hypnosis	TM	Giga Impact	TM	Thief	EGG	Swagger
LV13	Stomp	TM	Endure	TM	Sleep Talk	EGG	Spite
LV16	Sand-Attack	TM	Psychic	TM	Rest	EGG	Disable
LV21	Take Down	TM	Psych Up	TM	Light Screen	EGG	Bite
LV23	Confuse Ray	TM	Earthquake	TM	Secret Power	EGG	Psych Up
LV27	Calm Mind	TM	Natural Gift	TM	Flash	EGG	Zen Headbutt
LV33	Role Play	TM	Shadow Ball	TM	Roar	EGG	Extrasensory
LV38	Zen Headbutt	TM	Thunderbolt	TM	Protect	EGG	Double Kick
LV43	Imprison	TM	Vacuum-Cut	TM	Substitute		
LV49	Captivate	TM	Wide Slash	TM	Calm Mind		
LV53	Me First	TM	Skill Swap	TM	Hidden Power		
TM	Iron Tail	TM	SolarBeam	TM	Attract		
TM	Swagger	TM	Charge Beam	TM	Frustration		
TM	Energy Ball	TM	Shock Wave	TM	Captivate		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Delusion Bow	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.398 Predator ♂♀ Forms



Staraptor

♥ 1

TYPE NORMAL · FLYING

ABILITY Intimidate

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 70%
DAMAGE DEALT BY SIZEBUST ORB 30
BASE EXP. 71

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- ● Mt. Mistral 1–19F
- ♥ Zero Isle North B30–B39F
- ■ Southern Jungle 1–10F
- ■ Boulder Quarry B1–B3F
- ■ Right Cave Path B1–B3F
- ■ Left Cave Path B1–B3F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	13	4	13	3	0
10	29	20	9	20	8	1490
20	39	30	14	30	13	33555
30	61	46	32	46	31	104955
40	88	59	46	59	44	258677
50	100	64	51	64	49	502777
60	105	70	57	69	54	841673
70	115	80	67	79	64	1184860
80	125	90	77	89	74	1528732
90	135	100	87	99	84	1873289
100	145	110	97	109	94	2218571

MOVE LIST

LV1	Tackle	TM	Giga Impact	TM	Substitute		
LV1	Wing Attack	TM	Endure	TM	Hidden Power		
LV1	Quick Attack	TM	Natural Gift	TM	Attract		
LV1	Growl	TM	Vacuum-Cut	TM	Frustration		
LV5	Quick Attack	TM	Wide Slash	TM	Captivate		
LV9	Wing Attack	TM	Pluck	HM	Defog		
LV13	Double Team	TM	Aerial Ace	HM	Fly		
LV18	Endeavor	TM	Toxic				
LV23	Whirlwind	TM	Thief				
LV28	Aerial Ace	TM	U-turn				
LV33	Take Down	TM	Sleep Talk				
LV34	Close Combat	TM	Rest				
LV41	Agility	TM	Hyper Beam				
LV49	Brave Bird	TM	Steel Wing				
TM	Swagger	TM	Roost				
TM	Return	TM	Secret Power				
TM	Facade	TM	Protect				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Guts Sash	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Starly Bow		Sky Gem
	Regret Torc		Sky Globe
TYPE	White Silk		
	Normal Dust		



No.397 Starling ♂♀ Forms



Staravia

♥ 5

TYPE NORMAL · FLYING

ABILITY Intimidate

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Regular
SIZE ★☆☆☆
SLEEP ★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%
DAMAGE DEALT BY SIZEBUST ORB 21
BASE EXP. 77

HOW TO RECRUIT
DEFEAT · DRINK · MISSION · EVOLUTION · EGG · OTHER

LOCATION
- ♥ Tiny Meadow 1–4F
- ● Normal/Fly Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	14	5	14	4	0
10	29	21	10	21	9	1490
20	39	31	15	31	14	33555
30	61	47	33	47	32	104955
40	88	60	47	60	45	258677
50	100	65	52	65	50	502777
60	105	71	58	70	55	841673
70	115	81	68	80	65	1184860
80	125	91	78	90	75	1528732
90	135	101	88	100	85	1873289
100	145	111	98	110	95	2218571

MOVE LIST

LV1	Tackle	TM	Vacuum-Cut	TM	Captivate		
LV1	Quick Attack	TM	Wide Slash	HM	Defog		
LV1	Growl	TM	Pluck	HM	Fly		
LV5	Quick Attack	TM	Aerial Ace				
LV9	Wing Attack	TM	Toxic				
LV13	Double Team	TM	Thief				
LV18	Endeavor	TM	U-turn				
LV23	Whirlwind	TM	Sleep Talk				
LV28	Aerial Ace	TM	Rest				
LV33	Take Down	TM	Steel Wing				
LV38	Agility	TM	Roost				
LV43	Brave Bird	TM	Secret Power				
TM	Swagger	TM	Protect				
TM	Return	TM	Substitute				
TM	Facade	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Regret Torc	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Starly Bow		Sky Gem
	Guts Sash		Sky Globe
TYPE	White Silk		
	Normal Dust		

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No.396 Starling ♂♀ Forms



Starly

FOOTPRINT



♥ 5

TYPE NORMAL / FLYING

ABILITY Keen Eye

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 15

BASE EXP. 27

HOW TO RECRUIT
- DEFEAT
- DRINK
- MISSION
- EVOLUTION
- EGG
- OTHER

LOCATION
- ♥ Mt. Bristle 1–9F
- ♥ Oran Forest 1–4F
- ■ Fortune Ravine Depths B1–B6F

EVOLUTION





Starly → Staravia (Lv14) → Staraptor (Lv34)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	15	6	15	5	0
10	32	22	11	22	10	1490
20	42	32	16	32	15	33555
30	64	48	34	48	33	104955
40	91	61	48	61	46	258677
50	103	66	53	66	51	502777
60	108	72	59	71	56	841673
70	118	82	69	81	66	1184860
80	128	92	79	91	76	1528732
90	138	102	89	101	86	1873289
100	148	112	99	111	96	2218571

MOVE LIST

LV1	Tackle	TM	Wide Slash	HM	Defog		
LV1	Growl	TM	Pluck	HM	Fly		
LV5	Quick Attack	TM	Aerial Ace	EGG	Pursuit		
LV9	Wing Attack	TM	Toxic	EGG	Astonish		
LV13	Double Team	TM	Thief	EGG	Double-Edge		
LV17	Endeavor	TM	U-turn	EGG	Sand-Attack		
LV21	Whirlwind	TM	Sleep Talk	EGG	FeatherDance		
LV25	Aerial Ace	TM	Rest	EGG	Fury Attack		
LV29	Take Down	TM	Steel Wing	EGG	Foresight		
LV33	Agility	TM	Roost				
LV37	Brave Bird	TM	Secret Power				
TM	Swagger	TM	Protect				
TM	Return	TM	Substitute				
TM	Facade	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				
TM	Vacuum-Cut	TM	Captivate				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Starly Bow	White Gem
		Joy Globe
		Sky Silk
		Sky Dust
EVOLUTION	Regret Torc	Sky Gem
	Guts Sash	Sky Globe
TYPE	White Silk	
	Normal Dust	

No.121 Mysterious Unknown



Starmie



♥ 0

TYPE WATER / PSYCHIC

ABILITY Illuminate, Natural Cure

FAVORITE GUMMI Blue Gummi, Gold Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

DAMAGE DEALT BY SIZEBUST ORB 27

BASE EXP. 20

HOW TO RECRUIT
- DEFEAT
- DRINK
- MISSION
- EVOLUTION
- EGG
- OTHER

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ● Zero Isle North B50–B74F
- ● Zero Isle South B1–B3F
- ● Destiny Tower 6–9F

EVOLUTION




Staryu → Starmie (Water Stone)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	8	5	6	7	5	0
10	35	12	11	14	10	1574
20	56	22	17	24	16	35442
30	76	37	27	38	26	110856
40	94	47	35	48	35	273221
50	114	57	45	58	45	531046
60	124	67	55	68	55	888996
70	134	77	65	78	65	1251479
80	144	87	75	88	75	1614686
90	154	97	85	98	85	1978615
100	164	107	95	108	95	2343311

MOVE LIST

LV1	Rapid Spin	TM	Thunderbolt	TM	Hidden Power		
LV1	Recover	TM	Vacuum-Cut	TM	Frustration		
LV1	Swift	TM	Wide Slash	TM	Avalanche		
LV1	Water Gun	TM	Skill Swap	TM	Dream Eater		
LV28	Confuse Ray	TM	Thunder Wave	TM	Flash Cannon		
TM	Swagger	TM	Toxic	TM	Recycle		
TM	Return	TM	Trick Room	TM	Reflect		
TM	Thunder	TM	Sleep Talk	TM	Ice Beam		
TM	Facade	TM	Rest	HM	Waterfall		
TM	Giga Impact	TM	Hyper Beam	HM	Surf		
TM	Grass Knot	TM	Light Screen				
TM	Endure	TM	Secret Power				
TM	Psychic	TM	Blizzard				
TM	Brine	TM	Flash				
TM	Psych Up	TM	Protect				
TM	Natural Gift	TM	Substitute				
TM	Gyro Ball	TM	Water Pulse				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Starmie Belt	Aqua Gem
		Aqua Globe
		Gold Silk
		Psyche Dust
EVOLUTION	Recover Torc	Psyche Gem
		Psyche Globe
TYPE	Blue Silk	
	Water Dust	

No.120 Star Shape Unknown



Staryu



♥ 5

TYPE WATER

ABILITY Illuminate, Natural Cure

FAVORITE GUMMI Blue Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 22

BASE EXP. 17

HOW TO RECRUIT
- DEFEAT
- DRINK
- MISSION
- EVOLUTION
- EGG
- OTHER

LOCATION
- ♥ Brine Cave B8F–Lower B5F
- ● Treacherous Waters B1–B15F
- ● Zero Isle West B4–B8F
- ● Zero Isle South B1–B3F

EVOLUTION




Staryu → Starmie (Water Stone)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	5	6	7	5	0
10	37	12	11	14	10	1574
20	58	22	17	24	16	35442
30	78	37	27	38	26	110856
40	96	47	35	48	35	273221
50	116	57	45	58	45	531046
60	126	67	55	68	55	888996
70	136	77	65	78	65	1251479
80	146	87	75	88	75	1614686
90	156	97	85	98	85	1978615
100	166	107	95	108	95	2343311

MOVE LIST

LV1	Harden	TM	Facade	TM	Flash		
LV1	Tackle	TM	Endure	TM	Protect		
LV6	Water Gun	TM	Psychic	TM	Substitute		
LV10	Agility	TM	Brine	TM	Water Pulse		
LV15	Recover	TM	Psych Up	TM	Hidden Power		
LV19	Camouflage	TM	Natural Gift	TM	Frustration		
LV24	Swift	TM	Gyro Ball	TM	Flash Cannon		
LV28	BubbleBeam	TM	Thunderbolt	TM	Recycle		
LV33	Minimize	TM	Vacuum-Cut	TM	Reflect		
LV37	Gyro Ball	TM	Wide Slash	TM	Ice Beam		
LV42	Light Screen	TM	Thunder Wave	HM	Waterfall		
LV46	Power Gem	TM	Toxic	HM	Surf		
LV51	Cosmic Power	TM	Sleep Talk				
LV55	Hydro Pump	TM	Rest				
TM	Swagger	TM	Light Screen				
TM	Return	TM	Secret Power				
TM	Thunder	TM	Blizzard				

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Recover Torc	Aqua Gem
		Aqua Globe
EVOLUTION	Starmie Belt	
TYPE	Blue Silk	
	Water Dust	

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No.208 Iron Snake ♂♀ Forms



Steelix

♥ 0

TYPE STEEL / GROUND

ABILITY Rock Head, Sturdy

FAVORITE GUMMI Silver Gummi, Brown Gummi

LOCATION
- ● Deep Dusk Forest 1–12F
- ♥ Sky Stairway 1–49F
- ● Zero Isle Center B28–B49F
- ■ Deep Boulder Quarry B4–B5F

EVOLUTION



TERRAIN	Regular
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	94
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Harden	TM	Dark Pulse	TM	Sleep Talk		
LV1	Bind	TM	Dig	TM	Rest		
LV1	Tackle	TM	Torment	TM	Hyper Beam		
LV1	Mud Sport	TM	Swagger	TM	Secret Power		
LV2	Fire Fang	TM	Rock Slide	TM	Roar		
LV3	Ice Fang	TM	Return	TM	Protect		
LV6	Screech	TM	Facade	TM	Substitute		
LV6	Thunder Fang	TM	Giga Impact	TM	Hidden Power		
LV9	Rock Throw	TM	Endure	TM	Attract		
LV14	Rage	TM	Psych Up	TM	Frustration		
LV17	Rock Tomb	TM	Earthquake	TM	Captivate		
LV22	Sandstorm	TM	Natural Gift	TM	Flash Cannon		
LV25	Slam	TM	Payback	TM	Dragon Pulse		
LV30	Rock Polish	TM	Gyro Ball	TM	Rock Polish		
LV33	DragonBreath	TM	Vacuum-Cut	HM	Cut		
LV38	Curse	TM	Wide Slash	HM	Rock Smash		
LV41	Iron Tail	TM	Stealth Rock	HM	Strength		
LV46	Crunch	TM	Stone Edge	HM	Rock Climb		
LV49	Double-Edge	TM	Explosion				
LV54	Stone Edge	TM	Taunt				
TM	Iron Tail	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	17	25	5	12	0
10	53	26	30	14	16	1712
20	74	36	35	24	22	38550
30	105	46	45	34	32	120579
40	125	56	55	44	42	297184
50	145	66	65	54	52	577622
60	164	77	74	63	63	966966
70	174	87	84	73	73	1361240
80	184	97	94	83	83	1756302
90	194	107	104	93	93	2152150
100	204	117	114	103	103	2548831

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Quartz Torc	TYPE	Metal Gem
			Steel Globe
			Brown Silk
			Ground Dust
EVOLUTION	Trust Brooch		Earth Gem
			Terra Globe
TYPE	Iron Silk		
	Steel Dust		



No.434 Skunk ♂♀ Forms



Stunky

♥ 5

TYPE POISON / DARK

ABILITY Stench, Aftermath

FAVORITE GUMMI Pink Gummi, Black Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle West B6–B12F
- ● Zero Isle South B15–B19F
- ● Destiny Tower 15–19F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	115

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Focus Energy	TM	Return	TM	Secret Power	EGG	Double-Edge
LV1	Scratch	TM	Flamethrower	TM	Sludge Bomb	EGG	Smog
LV4	Poison Gas	TM	Facade	TM	Roar	EGG	Leer
LV7	Screech	TM	Endure	TM	Protect		
LV10	Fury Swipes	TM	Natural Gift	TM	Substitute		
LV14	SmokeScreen	TM	Payback	TM	Hidden Power		
LV18	Feint	TM	Shadow Claw	TM	Attract		
LV22	Slash	TM	Shadow Ball	TM	Frustration		
LV27	Toxic	TM	Vacuum-Cut	TM	Captivate		
LV32	Night Slash	TM	Wide Slash	HM	Cut		
LV38	Memento	TM	Explosion	HM	Rock Smash		
LV44	Explosion	TM	Fire Blast	HM	Defog		
TM	Iron Tail	TM	Taunt	EGG	Pursuit		
TM	Dark Pulse	TM	Toxic	EGG	Punishment		
TM	Dig	TM	Thief	EGG	Astonish		
TM	Torment	TM	Sleep Talk	EGG	Crunch		
TM	Swagger	TM	Rest	EGG	Scary Face		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	21	18	20	22	0
10	45	30	28	27	29	1746
20	47	34	32	33	37	36929
30	66	42	35	41	42	115113
40	96	52	43	51	45	283291
50	118	61	52	60	51	550269
60	130	71	63	71	61	920877
70	140	81	73	81	71	1296177
80	150	91	83	91	81	1672225
90	160	101	93	101	91	2049022
100	170	111	103	111	101	2426611

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Stinky Scarf	TYPE	Poison Gem
			Poison Globe
			Black Silk
			Dark Dust
EVOLUTION	Stench Sash		Dark Gem
			Dusk Globe
TYPE	Pink Silk		
	Poison Dust		



No.185 Imitation ♂♀ Forms



Sudowoodo

♥ 1

TYPE ROCK

ABILITY Sturdy, Rock Head

FAVORITE GUMMI Gray Gummi

LOCATION
- ♥ Shimmer Desert 1–9F
- ● Zero Isle North B21–B25F
- ● Zero Isle East B21–B25F
- ● Zero Isle West B21–B25F
- ● Zero Isle South B17–B19F
- ● Destiny Tower 17–19F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★★★
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Rock Throw	TM	Dig	TM	Taunt		
LV1	Low Kick	TM	Torment	TM	Toxic		
LV1	Flail	TM	Swagger	TM	Thief		
LV2	Wood Hammer	TM	Rock Slide	TM	Fling		
LV5	Copycat	TM	Return	TM	Sleep Talk		
LV6	Flail	TM	Facade	TM	Rest		
LV9	Low Kick	TM	Brick Break	TM	Secret Power		
LV14	Rock Throw	TM	Focus Punch	TM	Protect		
LV17	Mimic	TM	Endure	TM	Substitute		
LV22	Block	TM	Psych Up	TM	Calm Mind		
LV25	Faint Attack	TM	Earthquake	TM	Hidden Power		
LV30	Rock Tomb	TM	Natural Gift	TM	Attract		
LV33	Rock Slide	TM	Vacuum-Cut	TM	Frustration		
LV38	Slam	TM	Wide Slash	TM	Captivate		
LV41	Sucker Punch	TM	Stealth Rock	TM	Rock Polish		
LV46	Double-Edge	TM	Stone Edge	HM	Rock Smash		
LV49	Hammer Arm	TM	Explosion	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	29	16	10	16	10	0
10	38	23	15	23	15	1387
20	53	38	27	38	27	31221
30	73	55	47	54	47	97656
40	86	64	54	64	55	240688
50	91	69	59	69	60	467813
60	96	75	65	74	65	783141
70	106	85	75	84	75	1102461
80	116	95	85	94	85	1422420
90	126	105	95	104	95	1743015
100	136	115	105	114	105	2064285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sudo-Sweat	TYPE	Stone Gem
	Sudo-Card		Rock Globe
	Drain Rock		
	Fake Torc		
EVOLUTION	Bonsly Dew		
	Bonsly Card		
	Arid Tag		
	Teary Cape		
TYPE	Gray Silk		
	Rock Dust		

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No.245 Aurora — Unknown



Suicune



LOCATION
- Treacherous Waters B10–B19F
* It appears only when executing a challenger letter.

TYPE	ABILITY	FAVORITE GUMMI
WATER	Pressure	Blue Gummi

TERRAIN	Water
SIZE	★★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	65
BASE EXP.	138

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, **OTHER**

MOVE LIST

LV1	Bite	TM	Return	TM	Protect
LV1	Leer	TM	Facade	TM	Substitute
LV8	BubbleBeam	TM	Giga Impact	TM	Water Pulse
LV15	Rain Dance	TM	Endure	TM	Calm Mind
LV22	Gust	TM	Brine	TM	Hidden Power
LV29	Aurora Beam	TM	Psych Up	TM	Frustration
LV36	Mist	TM	Natural Gift	TM	Avalanche
LV43	Mirror Coat	TM	Shadow Ball	TM	Reflect
LV50	Ice Fang	TM	Vacuum-Cut	TM	Ice Beam
LV57	Tailwind	TM	Wide Slash	HM	Cut
LV64	Extrasensory	TM	Toxic	HM	Rock Smash
LV71	Hydro Pump	TM	Sleep Talk	HM	Waterfall
LV78	Calm Mind	TM	Rest	HM	Surf
LV85	Blizzard	TM	Hyper Beam	HM	Rock Climb
TM	Iron Tail	TM	Secret Power		
TM	Dig	TM	Blizzard		
TM	Swagger	TM	Roar		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	45	7	4	7	4	0
10	69	16	9	16	8	1952
20	99	27	16	26	16	43951
30	119	42	26	40	26	137471
40	139	57	40	55	37	338818
50	153	72	55	69	51	658544
60	163	87	70	84	66	1102433
70	173	102	85	99	81	1551943
80	183	117	100	114	96	2002351
90	193	130	110	127	106	2453655
100	203	140	120	137	116	2905909

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Aqua Mantle	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION			
TYPE	Blue Silk		
	Water Dust		

No.192 Sun — ♂♀ Forms

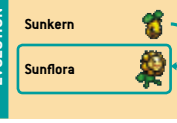




Sunflora

LOCATION
- Mystifying Forest Clearing 14F
- Happy Outlook B1–B19F
- Mystery Jungle 1–29F
- Zero Isle South B20–B24F
- Zero Isle Center B23–B25F
- Destiny Tower 20–24F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Chlorophyll Solar Power	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, **EVOLUTION**, EGG, OTHER

MOVE LIST

LV1	Absorb	TM	Energy Ball	TM	Hyper Beam
LV1	Growth	TM	Return	TM	Light Screen
LV1	Pound	TM	Facade	TM	Secret Power
LV5	Mega Drain	TM	Giga Impact	TM	Flash
LV9	Ingrain	TM	Giga Drain	TM	Sludge Bomb
LV13	GrassWhistle	TM	Grass Knot	TM	Protect
LV17	Leech Seed	TM	Endure	TM	Substitute
LV21	Bullet Seed	TM	Natural Gift	TM	Hidden Power
LV25	Worry Seed	TM	Vacuum-Cut	TM	Attract
LV29	Razor Leaf	TM	Safeguard	TM	Frustration
LV33	Petal Dance	TM	Wide Slash	TM	Captivate
LV37	Sunny Day	TM	SolarBeam	HM	Cut
LV41	SolarBeam	TM	Bullet Seed		
LV43	Leaf Storm	TM	Swords Dance		
*1	GrassWhistle	TM	Toxic		
*1	Razor Leaf	TM	Sleep Talk		
TM	Swagger	TM	Rest		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	8	8	10	8	0
10	33	17	17	19	17	1578
20	53	27	27	29	27	35523
30	73	37	37	39	37	111111
40	93	47	47	49	47	273850
50	113	57	57	59	57	532268
60	118	67	67	69	67	891041
70	128	77	77	79	77	1254358
80	138	87	87	89	87	1618400
90	148	97	97	99	97	1983167
100	158	107	107	109	107	2348701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sun Scarf	TYPE	Grass Gem
			Soothe Globe
EVOLUTION	Hasty Bow		
TYPE	Grass Silk		
	Grass Dust		

See p.682 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally. *1 - During Special Episode 3

No.191 Seed — ♂♀ Forms





Sunkern

LOCATION
- Happy Outlook B1–B15F
- Mystery Jungle 1–29F
- Zero Isle Center B23–B25F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
GRASS	Chlorophyll Solar Power	Grass Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	64

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Absorb	TM	Giga Drain	TM	Substitute
LV1	Growth	TM	Grass Knot	TM	Hidden Power
LV5	Mega Drain	TM	Endure	TM	Attract
LV9	Ingrain	TM	Natural Gift	TM	Frustration
LV13	GrassWhistle	TM	Vacuum-Cut	TM	Captivate
LV17	Leech Seed	TM	Safeguard	TM	Cut
LV21	Endeavor	TM	Wide Slash	HM	Move Name
LV25	Worry Seed	TM	SolarBeam	EGG	Sweet Scent
LV29	Razor Leaf	TM	Bullet Seed	EGG	Encore
LV33	Synthesis	TM	Toxic	EGG	GrassWhistle
LV37	Sunny Day	TM	Sleep Talk	EGG	Nature Power
LV41	Giga Drain	TM	Rest	EGG	Helping Hand
LV45	Seed Bomb	TM	Light Screen	EGG	Ingrain
TM	Swagger	TM	Secret Power	EGG	Curse
TM	Energy Ball	TM	Flash	EGG	Leech Seed
TM	Return	TM	Sludge Bomb		
TM	Facade	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	17	8	8	10	8	0
10	35	17	17	19	17	1578
20	55	27	27	29	27	35523
30	75	37	37	39	37	111111
40	95	47	47	49	47	273850
50	115	57	57	59	57	532268
60	120	67	67	69	67	891041
70	130	77	77	79	77	1254358
80	140	87	87	89	87	1618400
90	150	97	97	99	97	1983167
100	160	107	107	109	107	2348701

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Hasty Bow	TYPE	Grass Gem
			Soothe Globe
EVOLUTION	Sun Scarf		
TYPE	Grass Silk		
	Grass Dust		

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No.283 Pond Skater ♂♀ Forms



Surskit

♥ 4

TYPE BUG / WATER

ABILITY Swift Swim

FAVORITE GUMMI Green Gummi, Blue Gummi

TERRAIN Water

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 16

BASE EXP. 32

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Waterfall Cave B1–B8F
- ● Destiny Tower 50–53F

EVOLUTION
Surskit → Lv22 → Masquerain (p.597)

MOVE LIST

LV1	Bubble	TM	Vacuum-Cut	TM	Ice Beam			
LV7	Quick Attack	TM	Wide Slash	EGG	Mind Reader			
LV13	Sweet Scent	TM	SolarBeam	EGG	Psybeam			
LV19	Water Sport	TM	Toxic	EGG	Signal Beam			
LV25	BubbleBeam	TM	Thief	EGG	Hydro Pump			
LV31	Agility	TM	Sleep Talk	EGG	Mud Shot			
LV37	Haze	TM	Rest	EGG	Foresight			
LV37	Mist	TM	Secret Power	EGG	Bug Bite			
LV43	Baton Pass	TM	Blizzard					
TM	Swagger	TM	Flash					
TM	Return	TM	Protect					
TM	Facade	TM	Substitute					
TM	Giga Drain	TM	Water Pulse					
TM	Endure	TM	Hidden Power					
TM	Psych Up	TM	Attract					
TM	Natural Gift	TM	Frustration					
TM	Shadow Ball	TM	Captivate					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	14	9	14	9	0
10	38	21	12	21	13	1575
20	67	38	32	41	33	35457
30	97	48	39	52	40	110905
40	114	57	45	62	47	273342
50	119	62	50	67	52	531282
60	124	68	56	72	57	889391
70	134	78	66	82	67	1252034
80	144	88	76	92	77	1615402
90	154	98	86	102	87	1979493
100	164	108	96	112	97	2344350

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Bliss Scarf	TYPE	Guard Gem
			Defend Globe
			Blue Silk
			Water Dust
EVOLUTION	Blocking Bow		Aqua Gem
			Aqua Globe
TYPE	Green Silk		
	Wonder Dust		



No.333 Cotton Bird ♂♀ Forms



Swablu

♥ 4

TYPE NORMAL / FLYING

ABILITY Natural Cure

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 26

BASE EXP. 107

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B58–B64F
- ● Destiny Tower 58–64F

EVOLUTION
Swablu → Lv35 → Altaria (p.513)

MOVE LIST

LV1	Peck	TM	Psych Up	TM	Hidden Power			
LV1	Growl	TM	Natural Gift	TM	Attract			
LV5	Astonish	TM	Vacuum-Cut	TM	Frustration			
LV9	Sing	TM	Safeguard	TM	Captivate			
LV13	Fury Attack	TM	Wide Slash	TM	Dream Eater			
LV18	Safeguard	TM	SolarBeam	TM	Dragon Pulse			
LV23	Mist	TM	Pluck	TM	Ice Beam			
LV28	Take Down	TM	Aerial Ace	HM	Fly			
LV32	Natural Gift	TM	Toxic	EGG	Rage			
LV36	Mirror Move	TM	Thief	EGG	Pursuit			
LV40	Refresh	TM	Sleep Talk	EGG	Haze			
LV45	Dragon Pulse	TM	Rest	EGG	Agility			
LV50	Perish Song	TM	Steel Wing	EGG	Dragon Rush			
TM	Swagger	TM	Roost	EGG	FeatherDance			
TM	Return	TM	Secret Power					
TM	Facade	TM	Protect					
TM	Endure	TM	Substitute					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	44	13	11	15	12	0
10	57	24	20	26	21	1549
20	73	42	31	44	32	34883
30	89	58	42	58	42	109108
40	104	67	48	68	49	268913
50	109	72	53	73	54	522673
60	114	78	59	78	59	874979
70	124	88	69	88	69	1231747
80	134	98	79	98	79	1589227
90	144	108	89	108	89	1947418
100	154	118	99	118	99	2306363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tuft Bow	TYPE	White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Cloud Ruff		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		



No.317 Poison Bag ♂♀ Forms



Swalot

♥ 0

TYPE POISON

ABILITY Liquid Ooze, Sticky Hold

FAVORITE GUMMI Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 130%

DAMAGE DEALT BY SIZEBUST ORB 44

BASE EXP. 101

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ● The Nightmare B1–B17F
- ♥ Marine Resort 9–18F
- ● Inferno Cave B9–B29F
- ● Zero Isle North B50–B70F
- ● Zero Isle South B19–B22F
- ● Destiny Tower 19–22F

EVOLUTION
Gulpin (p.567) → Lv26 → Swalot

MOVE LIST

LV1	Yawn	LV66	Gunk Shot	TM	Sleep Talk			
LV1	Poison Gas	TM	Swagger	TM	Rest			
LV1	Knock Off	TM	Return	TM	Hyper Beam			
LV1	Sludge	TM	Facade	TM	Secret Power			
LV6	Yawn	TM	Giga Impact	TM	Sludge Bomb			
LV9	Poison Gas	TM	Giga Drain	TM	Protect			
LV14	Sludge	TM	Endure	TM	Substitute			
LV17	Amnesia	TM	Earthquake	TM	Water Pulse			
LV23	Encore	TM	Natural Gift	TM	Hidden Power			
LV26	Body Slam	TM	Shadow Ball	TM	Attract			
LV30	Toxic	TM	Vacuum-Cut	TM	Frustration			
LV38	Stockpile	TM	Wide Slash	TM	Captivate			
LV38	Swallow	TM	SolarBeam	TM	Dream Eater			
LV38	Spit Up	TM	Explosion	TM	Ice Beam			
LV45	Sludge Bomb	TM	Bullet Seed	HM	Rock Smash			
LV52	Gastro Acid	TM	Shock Wave	HM	Strength			
LV59	Wring Out	TM	Toxic					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	13	13	13	12	0
10	53	21	23	23	20	1662
20	73	31	33	33	30	37407
30	93	41	43	43	40	117003
40	109	51	53	53	50	288371
50	119	61	63	63	60	560492
60	129	71	73	73	70	938291
70	139	81	83	83	80	1320873
80	149	91	93	93	90	1704219
90	159	101	103	103	100	2088328
100	169	111	113	113	110	2473246

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Swalot Belt	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Gulpin Bow		
TYPE	Pink Silk		
	Poison Dust		

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No.260 Mud Fish ♂♀ Forms



Swampert

♥ 0

FOOTPRINT





TYPE WATER / GROUND

ABILITY Torrent

FAVORITE GUMMI Blue Gummi, Brown Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	151

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Lake Afar B20–B24F
- ● Treacherous Waters B16–B19F
- ● Zero Isle North B41–B50F
- ● Zero Isle Center B1–B49F

EVOLUTION
- Mudkip (p.605)
- Lv16
- Marshtomp (p.597)
- Lv36
- Swampert

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	26	4	3	4	3	0
10	53	18	17	18	17	1714
20	78	33	33	33	33	38594
30	100	48	48	48	48	120717
40	120	61	58	61	58	297525
50	131	71	63	71	63	578284
60	136	81	68	82	68	968074
70	146	91	78	92	78	1362801
80	156	101	88	102	88	1758316
90	166	111	98	112	98	2154617
100	176	121	108	122	108	2551753

MOVE LIST

LV1	Tackle	TM	Iron Tail	TM	Toxic	HM	Rock Smash
LV1	Mud-Slap	TM	Dig	TM	Fling	HM	Strength
LV1	Growl	TM	Swagger	TM	Sleep Talk	HM	Waterfall
LV1	Water Gun	TM	Rock Slide	TM	Rest	HM	Surf
LV6	Mud-Slap	TM	Return	TM	Hyper Beam	HM	Rock Climb
LV10	Water Gun	TM	Facade	TM	Secret Power		
LV15	Bide	TM	Brick Break	TM	Blizzard		
LV16	Mud Shot	TM	Focus Blast	TM	Roar		
LV20	Foresight	TM	Focus Punch	TM	Protect		
LV25	Mud Bomb	TM	Giga Impact	TM	Substitute		
LV31	Take Down	TM	Endure	TM	Water Pulse		
LV39	Muddy Water	TM	Earthquake	TM	Hidden Power		
LV46	Protect	TM	Natural Gift	TM	Attract		
LV52	Earthquake	TM	Vacuum-Cut	TM	Frustration		
LV61	Endeavor	TM	Wide Slash	TM	Captivate		
LV69	Hammer Arm	TM	Stealth Rock	TM	Avalanche		
LV72	Hydro Cannon	TM	Stone Edge	TM	Ice Beam		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Swamp-Mud		Marsh-Crest
	Swamp-Card		Marsh Torc
	Swamp-Seal	TYPE	Blue Silk
	Swamp Bangle		Water Dust
EVOLUTION	Mudkip Mud		Aqua Gem
	Mudkip Card		Aqua Globe
	Mud Jewel		Brown Silk
	Speed Scarf		Ground Dust
	Marsh-Mud		Earth Gem
	Marsh-Card		Terra Globe

IQ must be at least ★3–3.5 to know or learn Hydro Cannon

No.277 Swallow ♂♀ Forms



Swellow

♥ 1



TYPE NORMAL / FLYING

ABILITY Guts

FAVORITE GUMMI White Gummi, Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	22
BASE EXP.	23

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Concealed Ruins B16–B29F
- ♥ Mt. Mistral 1–19F
- ♥ World Abyss B9–B29F

EVOLUTION
- Taillow (p.656)
- Lv22
- Swellow

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	15	20	10	19	0
10	30	24	29	19	28	1423
20	39	31	38	29	38	32034
30	53	41	48	39	48	100196
40	73	51	58	49	58	246949
50	89	58	65	56	64	479983
60	96	64	69	60	68	803514
70	106	74	79	70	78	1131142
80	116	84	89	80	88	1459424
90	126	94	99	90	98	1788359
100	136	104	109	100	108	2117987

MOVE LIST

LV1	Focus Energy	TM	Endure	TM	Hidden Power		
LV1	Peck	TM	Natural Gift	TM	Attract		
LV1	Quick Attack	TM	Vacuum-Cut	TM	Frustration		
LV1	Growl	TM	Wide Slash	TM	Captivate		
LV3	Pluck	TM	Pluck	HM	Defog		
LV4	Focus Energy	TM	Aerial Ace	HM	Fly		
LV8	Quick Attack	TM	Toxic				
LV13	Wing Attack	TM	Thief				
LV19	Double Team	TM	U-turn				
LV28	Endeavor	TM	Sleep Talk				
LV38	Aerial Ace	TM	Rest				
LV49	Agility	TM	Hyper Beam				
LV61	Air Slash	TM	Steel Wing				
TM	Swagger	TM	Roost				
TM	Return	TM	Secret Power				
TM	Facade	TM	Protect				
TM	Giga Impact	TM	Substitute				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Midair Scarf		White Gem
			Joy Globe
			Sky Silk
		TYPE	Sky Dust
EVOLUTION	Taillow Bow		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		

No.220 Pig ♂♀ Forms



Swinub

♥ 5



TYPE ICE / GROUND

ABILITY Oblivious, Snow Cloak

FAVORITE GUMMI Clear Gummi, Brown Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	67

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ● Forest Path 1–5F
- ♥ Crevice Cave B1F–Lower B4F
- ● Zero Isle West B6–B22F
- ● Zero Isle South B19–B22F
- ● Destiny Tower 19–22F
- ● Ice/Ground Maze B1–B5F
- ♥ Final Maze B1–B48F

EVOLUTION
- Swinub
- Lv33
- Piloswine (p.617)
- LM:AncientPower
- Mamoswine (p.594)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	18	7	17	7	0
10	31	25	12	24	12	1748
20	59	33	25	31	25	39346
30	82	43	33	41	34	123067
40	102	54	43	52	42	303317
50	122	74	53	72	52	589541
60	141	94	62	82	60	986920
70	151	108	72	92	70	1389331
80	161	118	82	102	80	1792545
90	171	128	92	112	90	2196561
100	181	138	102	122	100	2601428

MOVE LIST

LV1	Odor Sleuth	TM	Return	TM	Hidden Power	EGG	Mud Shot
LV1	Tackle	TM	Facade	TM	Attract		
LV4	Mud Sport	TM	Endure	TM	Frustration		
LV8	Powder Snow	TM	Earthquake	TM	Captivate		
LV13	Mud-Slap	TM	Natural Gift	TM	Reflect		
LV16	Endure	TM	Vacuum-Cut	TM	Ice Beam		
LV20	Mud Bomb	TM	Wide Slash	HM	Rock Smash		
LV25	Icy Wind	TM	Stealth Rock	HM	Strength		
LV28	Ice Shard	TM	Toxic	EGG	Rock Slide		
LV32	Take Down	TM	Sleep Talk	EGG	Bite		
LV37	Earthquake	TM	Rest	EGG	AncientPower		
LV40	Mist	TM	Light Screen	EGG	Fissure		
LV44	Blizzard	TM	Secret Power	EGG	Double-Edge		
LV49	Amnesia	TM	Blizzard	EGG	Icicle Spear		
TM	Dig	TM	Roar	EGG	Take Down		
TM	Swagger	TM	Protect	EGG	Body Slam		
TM	Rock Slide	TM	Substitute	EGG	Curse		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Frigid Bow		Icy Gem
			Icy Globe
			Brown Silk
		TYPE	Ground Dust
EVOLUTION	Frost Torc		Earth Gem
	Glacier Cape		Terra Globe
TYPE	Clear Silk		
	Icy Dust		

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No.276 Tinyswallow ♂♀ Forms 4

Taillow



TYPE NORMAL / FLYING

ABILITY Guts

FAVORITE GUMMI White Gummi, Sky Gummi

LOCATION
- ♥ Surrounded Sea B1–B15F
- ♥ World Abyss B1–B8F

EVOLUTION

Taillow → Swellow (p.655) Lv22

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	15
BASE EXP.	9

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Peck	TM	Pluck	HM	Fly		
LV1	Growl	TM	Aerial Ace	EGG	Rage		
LV4	Focus Blast	TM	Toxic	EGG	Pursuit		
LV8	Quick Attack	TM	Thief	EGG	Mirror Move		
LV13	Wing Attack	TM	U-turn	EGG	Sky Attack		
LV19	Double Team	TM	Sleep Talk	EGG	Supersonic		
LV26	Endeavor	TM	Rest	EGG	Whirlwind		
LV34	Aerial Ace	TM	Steel Wing	EGG	Brave Bird		
LV43	Agility	TM	Roost	EGG	Refresh		
LV53	Air Slash	TM	Secret Power				
TM	Swagger	TM	Protect				
TM	Return	TM	Substitute				
TM	Facade	TM	Hidden Power				
TM	Endure	TM	Attract				
TM	Natural Gift	TM	Frustration				
TM	Vacuum-Cut	TM	Captivate				
TM	Wide Slash	HM	Defog				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	20	15	13	14	0
10	30	29	24	22	23	1423
20	39	36	33	32	33	32034
30	53	46	43	42	43	100196
40	73	56	53	52	53	246949
50	89	63	60	59	59	479983
60	96	69	64	63	63	803514
70	106	79	74	73	73	1131142
80	116	89	84	83	83	1459424
90	126	99	94	93	93	1788359
100	136	109	104	103	103	2117987

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Taillow Bow		White Gem
			Joy Globe
			Sky Silk
			Sky Dust
EVOLUTION	Midair Scarf		Sky Gem
			Sky Globe
TYPE	White Silk		
	Normal Dust		



No.114 Vine ♂♀ Forms 4

Tangela



TYPE GRASS

ABILITY Chlorophyll, Leaf Guard

FAVORITE GUMMI Grass Gummi

LOCATION
- ♥ Waterfall Cave B1–B8F
- ● Zero Isle East B48–B52F
- ● Destiny Tower 48–52F
- ■ Eastern Cave B1–B10F

EVOLUTION

Tangela → Tangrowth LM:AncientPower

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	28

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Constrict	TM	Swagger	TM	Thief	EGG	Nature Power
LV1	Ingrain	TM	Energy Ball	TM	Sleep Talk	EGG	Flail
LV5	Sleep Powder	TM	Return	TM	Rest	EGG	Amnesia
LV8	Absorb	TM	Facade	TM	Hyper Beam	EGG	Confusion
LV12	Growth	TM	Giga Impact	TM	Secret Power	EGG	Mega Drain
LV15	PoisonPowder	TM	Giga Drain	TM	Flash	EGG	Leech Seed
LV19	Vine Whip	TM	Grass Knot	TM	Sludge Bomb	EGG	Leaf Storm
LV22	Bind	TM	Endure	TM	Protect	EGG	Reflect
LV26	Mega Drain	TM	Psych Up	TM	Substitute		
LV29	Stun Spore	TM	Natural Gift	TM	Hidden Power		
LV33	AncientPower	TM	Vacuum-Cut	TM	Attract		
LV36	Knock Off	TM	Wide Slash	TM	Frustration		
LV40	Natural Gift	TM	SolarBeam	TM	Captivate		
LV43	Slam	TM	Bullet Seed	TM	Reflect		
LV47	Tickle	TM	Swords Dance	HM	Cut		
LV50	Wring Out	TM	Shock Wave	HM	Rock Smash		
LV54	Power Whip	TM	Toxic	EGG	Endeavor		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	14	7	7	12	12	0
10	24	16	12	26	12	1459
20	34	28	22	39	22	32846
30	58	41	33	50	33	102737
40	88	50	51	68	51	253211
50	97	55	56	72	55	492153
60	102	61	62	77	60	823887
70	112	71	72	87	70	1159822
80	122	81	82	97	80	1496427
90	132	91	92	107	90	1833702
100	142	101	102	117	100	2171688

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Sticky Bow		Grass Gem
			Soothe Globe
EVOLUTION	Clinging Bow		
TYPE	Grass Silk		
	Grass Dust		



No.465 Vine ♂♀ Forms 5

Tangrowth



TYPE GRASS

ABILITY Chlorophyll, Leaf Guard

FAVORITE GUMMI Grass Gummi

LOCATION
- ● Sealed Ruin B1F–Deep B6F
- ♥ Sky Stairway 1–49F
- ● Oblivion Forest B1–B14F
- ● Zero Isle North B50–B60F
- ■ Deep Boulder Quarry B2–B5F
- ■ Dark Ice Mountain 1F–Peak 4F

EVOLUTION

Tangela → Tangrowth LM:AncientPower

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	59
BASE EXP.	123

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Constrict	LV57	Block	TM	Wide Slash	TM	Substitute
LV1	Ingrain	TM	Swagger	TM	SolarBeam	TM	Hidden Power
LV5	Sleep Powder	TM	Rock Slide	TM	Bullet Seed	TM	Attract
LV8	Absorb	TM	Energy Ball	TM	Aerial Ace	TM	Frustration
LV12	Growth	TM	Return	TM	Swords Dance	TM	Captivate
LV15	PoisonPowder	TM	Facade	TM	Shock Wave	TM	Reflect
LV19	Vine Whip	TM	Brick Break	TM	Poison Jab	HM	Cut
LV22	Bind	TM	Focus Blast	TM	Toxic	HM	Rock Smash
LV26	Mega Drain	TM	Giga Impact	TM	Thief	HM	Strength
LV29	Stun Spore	TM	Giga Drain	TM	Fling		
LV33	AncientPower	TM	Grass Knot	TM	Sleep Talk		
LV36	Knock Off	TM	Endure	TM	Rest		
LV40	Natural Gift	TM	Psych Up	TM	Hyper Beam		
LV43	Slam	TM	Earthquake	TM	Secret Power		
LV47	Tickle	TM	Natural Gift	TM	Flash		
LV50	Wring Out	TM	Payback	TM	Sludge Bomb		
LV54	Power Whip	TM	Vacuum-Cut	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	32	3	1	9	2	0
10	42	12	6	23	2	1459
20	52	24	16	36	12	32846
30	76	37	27	47	23	102737
40	106	46	45	65	41	253211
50	115	51	50	69	45	492153
60	120	57	56	74	50	823887
70	130	67	66	84	60	1159822
80	140	77	76	94	70	1496427
90	150	87	86	104	80	1833702
100	160	97	96	114	90	2171688

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Clinging Bow		Grass Gem
			Soothe Globe
EVOLUTION	Sticky Bow		
TYPE	Grass Silk		
	Grass Dust		

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No.128 Wild Bull ♂ Forms



FOOTPRINT

Tauros

♥ 4

TYPE: NORMAL

ABILITY: Intimidate / Anger Point

FAVORITE GUMMI: White Gummi

LOCATION
- ♥ Far Amp Plains 1–9F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle South B36–B43F
- ● Destiny Tower 40–43F

EVOLUTION: Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Flamethrower	TM	Rest		
LV3	Tail Whip	TM	Thunder	TM	Hyper Beam		
LV5	Rage	TM	Facade	TM	Secret Power		
LV8	Horn Attack	TM	Giga Impact	TM	Blizzard		
LV11	Scary Face	TM	Endure	TM	Protect		
LV15	Pursuit	TM	Earthquake	TM	Substitute		
LV19	Rest	TM	Natural Gift	TM	Water Pulse		
LV24	Payback	TM	Payback	TM	Hidden Power		
LV29	Zen Headbutt	TM	Thunderbolt	TM	Attract		
LV35	Take Down	TM	Vacuum-Cut	TM	Frustration		
LV41	Swagger	TM	Wide Slash	TM	Captivate		
LV48	Thrash	TM	Stone Edge	TM	Ice Beam		
LV55	Giga Impact	TM	SolarBeam	HM	Rock Smash		
TM	Iron Tail	TM	Fire Blast	HM	Strength		
TM	Swagger	TM	Shock Wave	HM	Surf		
TM	Rock Slide	TM	Toxic	HM	Rock Climb		
TM	Return	TM	Sleep Talk				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	17	1	13	0	0
10	49	26	10	19	6	1557
20	65	41	23	30	20	35058
30	88	51	36	47	36	109655
40	103	60	46	57	46	270261
50	113	66	53	64	53	525293
60	118	73	60	71	60	879364
70	128	83	70	81	70	1237920
80	138	93	80	91	80	1597191
90	148	103	90	101	90	1957178
100	158	113	100	111	100	2317922

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Rushing Bow	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		



No.216 Little Bear ♂♀ Forms



Teddiursa

♥ 5

TYPE: NORMAL

ABILITY: Pickup / Quick Feet

FAVORITE GUMMI: White Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle West B4–B5F
- ● Zero Isle South B27–B30F
- ● Destiny Tower 27–30F

EVOLUTION: Teddiursa → Ursaring (p.664) Lv30

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	50

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Fake Tears	TM	Rock Slide	TM	Fling	EGG	Counter
LV1	Lick	TM	Return	TM	Sleep Talk	EGG	Crunch
LV1	Scratch	TM	Facade	TM	Rest	EGG	Cross Chop
LV2	Covet	TM	Brick Break	TM	Secret Power	EGG	Double-Edge
LV3	Leer	TM	Focus Punch	TM	Bulk Up	EGG	Seismic Toss
LV8	Fury Swipes	TM	Endure	TM	Roar	EGG	Night Slash
LV15	Faint Attack	TM	Earthquake	TM	Protect	EGG	Take Down
LV22	Sweet Scent	TM	Natural Gift	TM	Substitute	EGG	Sleep Talk
LV29	Slash	TM	Payback	TM	Hidden Power	EGG	Metal Claw
LV36	Charm	TM	Shadow Claw	TM	Attract		
LV43	Snore	TM	Vacuum-Cut	TM	Frustration		
LV43	Rest	TM	Wide Slash	TM	Captivate		
LV50	Thrash	TM	Taunt	HM	Cut		
LV57	Fling	TM	Aerial Ace	HM	Rock Smash		
TM	Dig	TM	Swords Dance	HM	Strength		
TM	Torment	TM	Toxic	EGG	Snore		
TM	Swagger	TM	Thief	EGG	Close Combat		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	18	11	14	11	0
10	36	25	16	21	16	1612
20	50	35	24	31	24	36285
30	80	45	40	41	40	113495
40	110	55	49	51	50	279725
50	123	71	54	56	55	543687
60	128	81	60	61	60	910158
70	138	91	70	71	70	1281269
80	148	101	80	81	80	1653121
90	158	111	90	91	90	2025713
100	168	121	100	101	100	2399090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Teddi-Claw	TYPE	White Gem
	Teddi-Card		Joy Globe
	Honey Rock		
	Heal Scarf		
EVOLUTION	Ursa-Claw		
	Ursa-Fang		
	Calming Rock		
	Hiber Scarf		
TYPE	White Silk		
	Normal Dust		



No.72 Jellyfish ♂♀ Forms



Tentacool

♥ 5

TYPE: WATER / POISON

ABILITY: Clear Body / Liquid Ooze

FAVORITE GUMMI: Blue Gummi / Pink Gummi

LOCATION
- ♥ Brine Cave B6F–Lower B5F
- ● Zero Isle West B3–B5F
- ● Zero Isle South B11–B13F

EVOLUTION: Tentacool → Tentacruel (p.658) Lv30

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	29
BASE EXP.	54

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Poison Sting	TM	Endure	TM	Water Pulse		
LV5	Supersonic	TM	Brine	TM	Hidden Power		
LV8	Constrict	TM	Natural Gift	TM	Attract		
LV12	Acid Armor	TM	Payback	TM	Frustration		
LV15	Toxic Spikes	TM	Vacuum-Cut	TM	Captivate		
LV19	BubbleBeam	TM	Wide Slash	TM	Ice Beam		
LV22	Wrap	TM	Swords Dance	HM	Cut		
LV26	Barrier	TM	Poison Jab	HM	Waterfall		
LV29	Water Pulse	TM	Toxic	HM	Surf		
LV33	Poison Jab	TM	Thief	EGG	Confuse Ray		
LV36	Screech	TM	Sleep Talk	EGG	Aurora Beam		
LV40	Hydro Pump	TM	Rest	EGG	Haze		
LV43	Wring Out	TM	Secret Power	EGG	Rapid Spin		
TM	Swagger	TM	Blizzard	EGG	Safeguard		
TM	Return	TM	Sludge Bomb	EGG	Acupressure		
TM	Facade	TM	Protect	EGG	Knock Off		
TM	Giga Drain	TM	Substitute	EGG	Mirror Coat		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	38	10	10	10	11	0
10	56	17	15	17	16	1472
20	76	28	21	28	22	33145
30	92	44	34	44	35	103674
40	102	53	40	54	42	255520
50	107	58	45	59	47	496641
60	112	64	51	64	52	831400
70	122	74	61	74	62	1170399
80	132	84	71	84	72	1510074
90	142	94	81	94	82	1850425
100	152	104	91	104	92	2191493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tangle Bow	TYPE	Aqua Gem
			Aqua Globe
			Pink Silk
			Poison Dust
EVOLUTION	Tenta-Cape		Poison Gem
			Poison Globe
TYPE	Blue Silk		
	Water Dust		

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No.73 Jellyfish ♂♀ Forms



Tentacruel

♥ 0



TYPE WATER / POISON

ABILITY Clear Body, Pressure

FAVORITE GUMMI Blue Gummi, Pink Gummi

LOCATION
- ♥ Surrounded Sea B1–B19F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B49F
- ● Treacherous Waters B1–B15F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B3–B5F
- ● Zero Isle West B19–B23F
- ● Zero Isle South B20–B22F
- ● Destiny Tower 11–14F

EVOLUTION



Tentacool (p.657) → Lv30 → Tentacruel

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	79

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Constrict	TM	Facade	TM	Blizzard			
LV1	Supersonic	TM	Giga Impact	TM	Sludge Bomb			
LV1	Poison Sting	TM	Giga Drain	TM	Protect			
LV5	Supersonic	TM	Endure	TM	Substitute			
LV8	Constrict	TM	Brine	TM	Water Pulse			
LV12	Acid	TM	Natural Gift	TM	Hidden Power			
LV15	Toxic Spikes	TM	Payback	TM	Attract			
LV19	BubbleBeam	TM	Vacuum-Cut	TM	Frustration			
LV22	Wrap	TM	Wide Slash	TM	Captivate			
LV26	Barrier	TM	Swords Dance	TM	Ice Beam			
LV29	Water Pulse	TM	Poison Jab	HM	Cut			
LV36	Poison Jab	TM	Toxic	HM	Waterfall			
LV42	Screech	TM	Thief	HM	Surf			
LV49	Hydro Pump	TM	Sleep Talk					
LV55	Wring Out	TM	Rest					
TM	Swagger	TM	Hyper Beam					
TM	Return	TM	Secret Power					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	15	9	15	9	0
10	61	22	14	22	14	1472
20	81	33	20	33	20	33145
30	97	49	33	49	33	103674
40	107	58	39	59	40	255520
50	112	63	44	64	45	496641
60	117	69	50	69	50	831400
70	127	79	60	79	60	1170399
80	137	89	70	89	70	1510074
90	147	99	80	99	80	1850425
100	157	109	90	109	90	2191493

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tenta-Cape	TYPE	Aqua Gem
			Aqua Globe
			Pink Silk
			Poison Dust
EVOLUTION	Tangle Bow		Poison Gem
			Poison Globe
TYPE	Blue Silk		
	Water Dust		

No.468 Jubilee ♂♀ Forms



Togekiss

♥ 0



TYPE NORMAL / FLYING

ABILITY Hustle, Serene Grace

FAVORITE GUMMI White Gummi, Sky Gummi

LOCATION
- ♥ Sky Stairway 5–49F
- ● Zero Isle North B16–B20F
- ● Zero Isle West B13–B18F

EVOLUTION



Togepi → IQ of over ★1.5–2 → Togetic → Shiny Stone → Togekiss

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	113

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Air Slash	TM	Shadow Ball	TM	Roost			
LV1	Sky Attack	TM	Vacuum-Cut	TM	Light Screen			
LV1	ExtremeSpeed	TM	Safeguard	TM	Secret Power			
LV1	Aura Sphere	TM	Wide Slash	TM	Flash			
TM	Swagger	TM	SolarBeam	TM	Protect			
TM	Return	TM	Fire Blast	TM	Substitute			
TM	Flamethrower	TM	Pluck	TM	Water Pulse			
TM	Facade	TM	Aerial Ace	TM	Hidden Power			
TM	Brick Break	TM	Shock Wave	TM	Attract			
TM	Focus Punch	TM	Thunder Wave	TM	Frustration			
TM	Giga Impact	TM	Toxic	TM	Captivate			
TM	Silver Wind	TM	Drain Punch	TM	Dream Eater			
TM	Grass Knot	TM	Fling	TM	Reflect			
TM	Endure	TM	Sleep Talk	HM	Rock Smash			
TM	Psychic	TM	Rest	HM	Defog			
TM	Psych Up	TM	Hyper Beam	HM	Fly			
TM	Natural Gift	TM	Steel Wing					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	22	12	25	14	0
10	55	26	15	28	17	1267
20	60	31	19	31	20	26865
30	65	36	22	34	24	83755
40	70	41	25	38	27	206136
50	75	46	29	41	30	400414
60	80	52	33	45	34	670105
70	90	62	43	55	44	943210
80	100	72	53	65	54	1216860
90	110	82	63	75	64	1491054
100	120	92	73	85	74	1765826

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Togek-Wing		Happy Rock
	Togek-Card		Luck Brooch
	Ovation Rock	TYPE	White Silk
	Glitter Robe		Normal Dust
EVOLUTION	Togepi Dew		White Gem
	Togepi Card		Joy Globe
	Pure Heart		Sky Silk
	Angel Scarf		Sky Dust
	Togetic Wing		Sky Gem
	Togetic Card		Sky Globe

No.175 Spike Ball ♂♀ Forms



Togepi

♥ 4

FOOTPRINT



TYPE NORMAL

ABILITY Hustle, Serene Grace

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Happy Outlook B1–B15F
- ● Zero Isle South B6–B10F
- ● Zero Isle Center B10–B13F, B17–B18F, B21–B22F
- ● Destiny Tower 6–10F

EVOLUTION



Togepi → IQ of over ★1.5–2 → Togetic → Shiny Stone → Togekiss

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	15

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Charm	TM	Grass Knot	TM	Light Screen	EGG	Peck	
LV1	Growl	TM	Endure	TM	Secret Power	EGG	Present	
LV6	Metronome	TM	Psychic	TM	Flash	EGG	Substitute	
LV10	Sweet Kiss	TM	Psych Up	TM	Protect	EGG	Foresight	
LV15	Yawn	TM	Natural Gift	TM	Substitute	EGG	Future Sight	
LV19	Encore	TM	Shadow Ball	TM	Water Pulse	EGG	Nasty Plot	
LV24	Follow Me	TM	Vacuum-Cut	TM	Hidden Power			
LV28	Wish	TM	Safeguard	TM	Attract			
LV33	AncientPower	TM	Wide Slash	TM	Frustration			
LV37	Safeguard	TM	SolarBeam	TM	Captivate			
LV42	Baton Pass	TM	Fire Blast	TM	Dream Eater			
LV46	Double-Edge	TM	Shock Wave	TM	Reflect			
LV51	Last Resort	TM	Thunder Wave	HM	Rock Smash			
TM	Swagger	TM	Toxic	EGG	Mirror Move			
TM	Return	TM	Fling	EGG	Lucky Chant			
TM	Flamethrower	TM	Sleep Talk	EGG	Psycho Shift			
TM	Facade	TM	Rest	EGG	Psych Up			

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	18	10	7	9	7	0
10	23	14	10	12	10	940
20	28	19	14	15	13	21170
30	33	24	17	18	17	66218
40	38	29	20	22	20	163204
50	43	34	24	25	23	317212
60	48	40	28	29	27	531028
70	58	50	38	39	37	747551
80	68	60	48	49	47	964507
90	78	70	58	59	57	1181895
100	88	80	68	69	67	1399740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Togepi Dew		Togek-Card
	Togepi Card		Ovation Rock
	Pure Heart		Glitter Robe
	Angel Scarf	TYPE	White Silk
	Egg Shard		Normal Dust
EVOLUTION	Togetic Wing		White Gem
	Togetic Card		Joy Globe
	Happy Rock		
	Luck Brooch		
	Togek-Wing		

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No.176 Happiness ♂♀ Forms 0

Togetic



LOCATION
- ♥ Happy Outlook B1–B15F
- ● Zero Isle East B16–B20F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
NORMAL / FLYING	Hustle Serene Grace	White Gummi Sky Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	20
BASE EXP.	37

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Charm	TM	Flamethrower	TM	Aerial Ace	TM	Hidden Power
LV1	Sweet Kiss	TM	Facade	TM	Shock Wave	TM	Attract
LV1	Growl	TM	Brick Break	TM	Thunder Wave	TM	Frustration
LV1	Magical Leaf	TM	Focus Punch	TM	Toxic	TM	Captivate
LV6	Metronome	TM	Giga Impact	TM	Drain Punch	TM	Dream Eater
LV10	Sweet Kiss	TM	Silver Wind	TM	Fling	TM	Reflect
LV15	Yawn	TM	Grass Knot	TM	Sleep Talk	HM	Rock Smash
LV19	Encore	TM	Endure	TM	Rest	HM	Defog
LV24	Follow Me	TM	Psychic	TM	Hyper Beam	HM	Fly
LV28	Wish	TM	Psych Up	TM	Steel Wing		
LV33	AncientPower	TM	Natural Gift	TM	Roost		
LV37	Safeguard	TM	Shadow Ball	TM	Light Screen		
LV42	Baton Pass	TM	Vacuum-Cut	TM	Secret Power		
LV46	Double-Edge	TM	Safeguard	TM	Flash		
LV51	Last Resort	TM	Wide Slash	TM	Protect		
TM	Swagger	TM	SolarBeam	TM	Substitute		
TM	Return	TM	Fire Blast	TM	Water Pulse		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	15	10	15	10	0
10	40	19	13	18	13	940
20	45	24	17	21	16	21170
30	50	29	20	24	20	66218
40	55	34	23	28	23	163204
50	60	39	27	31	26	317212
60	65	45	31	35	30	531028
70	75	55	41	45	40	747551
80	85	65	51	55	50	964507
90	95	75	61	65	60	1181895
100	105	85	71	75	70	1399740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Togetic Wing		Ovation Rock
	Togetic Card		Glitter Robe
EVOLUTION	Happy Rock	TYPE	White Silk
	Luck Brooch		Normal Dust
	Togepi Dew		White Gem
	Togepi Card		Joy Globe
	Pure Heart		Sky Silk
	Angel Scarf		Sky Dust
	Togek-Wing		Sky Gem
	Togek-Card		Sky Globe



HERO

PARTNER

No.255 Chick ♂♀ Forms 5

FOOTPRINT

Torchic



LOCATION
- ♥ Dark Crater B1–B14F
- ♥ Giant Volcano 1–8F
- ● Destiny Tower 1–3F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
FIRE	Blaze	Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	2

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Flamethrower	TM	Attract	EGG	Crush Claw
LV1	Scratch	TM	Facade	TM	Frustration		
LV7	Focus Energy	TM	Endure	TM	Captivate		
LV10	Ember	TM	Natural Gift	HM	Cut		
LV16	Peck	TM	Shadow Claw	HM	Rock Smash		
LV19	Sand-Attack	TM	Vacuum-Cut	HM	Strength		
LV25	Fire Spin	TM	Wide Slash	EGG	Swagger		
LV28	Quick Attack	TM	Fire Blast	EGG	Rock Slide		
LV34	Slash	TM	Aerial Ace	EGG	Counter		
LV37	Mirror Move	TM	Swords Dance	EGG	Reversal		
LV43	Flamethrower	TM	Toxic	EGG	SmellingSalt		
TM	Dig	TM	Sleep Talk	EGG	Agility		
TM	Swagger	TM	Rest	EGG	Endure		
TM	Rock Slide	TM	Secret Power	EGG	Night Slash		
TM	Overheat	TM	Protect	EGG	Last Resort		
TM	Will-O-Wisp	TM	Substitute	EGG	Baton Pass		
TM	Return	TM	Hidden Power	EGG	Feint		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	52	22	21	22	21	1733
20	79	37	36	37	36	39025
30	99	52	51	52	51	122065
40	118	62	59	62	59	300848
50	128	72	64	72	64	584744
60	138	82	70	82	70	978889
70	148	92	80	92	80	1378025
80	158	102	90	102	90	1777958
90	168	112	100	112	100	2178687
100	178	122	110	122	110	2580259

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Torchic Hair		Blazi-Seal
	Torchic Card		Blaze Torc
EVOLUTION	Hot Pebble	TYPE	Red Silk
	Fire Cape		Fire Dust
	Combus-Sweat		Fiery Gem
	Combus-Claw		Fiery Globe
	Charge Tag		
	Gutsy Band		
	Blazi-Claw		
	Blazi-Card		



No.324 Coal ♂♀ Forms 4

Torkoal



LOCATION
- ♥ Deep Dark Crater B7–B14F
- ● Inferno Cave B19–B29F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B36–B39F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B57–B64F
- ● Destiny Tower 57–64F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
FIRE	White Smoke	Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	79

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Ember	TM	Rock Slide	TM	Fire Blast	EGG	Earthquake
LV4	Smog	TM	Overheat	TM	Toxic	EGG	Fissure
LV7	Withdraw	TM	Will-O-Wisp	TM	Sleep Talk	EGG	Sleep Talk
LV12	Curse	TM	Return	TM	Rest	EGG	Eruption
LV17	Fire Spin	TM	Flamethrower	TM	Hyper Beam		
LV20	SmokeScreen	TM	Facade	TM	Secret Power		
LV23	Rapid Spin	TM	Giga Impact	TM	Sludge Bomb		
LV28	Flamethrower	TM	Endure	TM	Protect		
LV33	Body Slam	TM	Earthquake	TM	Substitute		
LV36	Protect	TM	Natural Gift	TM	Hidden Power		
LV39	Lava Plume	TM	Gyro Ball	TM	Attract		
LV44	Iron Defense	TM	Vacuum-Cut	TM	Frustration		
LV49	Amnesia	TM	Wide Slash	TM	Captivate		
LV52	Flail	TM	Stealth Rock	HM	Rock Smash		
LV55	Heat Wave	TM	Stone Edge	HM	Strength		
TM	Iron Tail	TM	SolarBeam	EGG	Yawn		
TM	Swagger	TM	Explosion	EGG	Endure		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	37	15	17	14	18	0
10	55	19	22	19	22	1646
20	80	26	27	26	27	37051
30	107	31	32	31	32	115891
40	129	36	37	36	37	285630
50	147	43	42	41	42	555165
60	153	49	47	46	48	929373
70	163	59	57	56	58	1308319
80	173	69	67	66	68	1688022
90	183	79	77	76	78	2068481
100	193	89	87	86	88	2449740

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Sooty Sash	TYPE	Fiery Gem
			Fiery Globe
EVOLUTION			
TYPE	Red Silk		
	Fire Dust		

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No.389 Continent ♂♀ Forms 0 — Torterra

FOOTPRINT



LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Sky Peak 1st Station Pass 1F–5th Station Pass 4F, 6th Station Pass 1–3F
- ♥ Mystery Jungle 1–29F
- ● Oblivion Forest B1–B14F

EVOLUTION
Turtwig (p.662) → Lv18 → Grotle (p.565) → Lv32 → Torterra

TYPE	GRASS / GROUND
ABILITY	Overgrow
FAVORITE GUMMI	Grass Gummi, Brown Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	64
BASE EXP.	108

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Withdraw	LV72	Frenzy Plant	TM	Stone Edge	TM	Captivate
LV1	Absorb	TM	Iron Tail	TM	SolarBeam	TM	Reflect
LV1	Tackle	TM	Swagger	TM	Bullet Seed	TM	Rock Polish
LV1	Razor Leaf	TM	Rock Slide	TM	Swords Dance	HM	Cut
LV2	Wood Hammer	TM	Energy Ball	TM	Toxic	HM	Rock Smash
LV5	Withdraw	TM	Return	TM	Sleep Talk	HM	Strength
LV9	Absorb	TM	Facade	TM	Rest	HM	Rock Climb
LV13	Razor Leaf	TM	Giga Impact	TM	Hyper Beam		
LV17	Curse	TM	Giga Drain	TM	Light Screen		
LV22	Bite	TM	Grass Knot	TM	Secret Power		
LV27	Mega Drain	TM	Endure	TM	Flash		
LV32	Earthquake	TM	Earthquake	TM	Roar		
LV33	Leech Seed	TM	Natural Gift	TM	Protect		
LV39	Synthesis	TM	Vacuum-Cut	TM	Substitute		
LV45	Crunch	TM	Safeguard	TM	Hidden Power		
LV51	Giga Drain	TM	Wide Slash	TM	Attract		
LV57	Leaf Storm	TM	Stealth Rock	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	5	3	5	3	0
10	42	23	21	23	21	1709
20	67	43	41	43	41	38465
30	97	53	51	53	51	120311
40	115	62	60	62	61	296525
50	125	67	65	67	66	576341
60	135	75	73	76	75	964822
70	145	85	83	86	85	1358223
80	155	95	93	96	95	1752409
90	165	105	103	106	105	2147379
100	175	115	113	116	115	2543181

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tort-Claw	TYPE	Grotle Crest
	Tort-Horn		Woody Scarf
	Tort-Seal		Grass Silk
	Forest Torc		Grass Dust
EVOLUTION	Lucky Leaf		Grass Gem
	Turtwig Card		Soothe Globe
	Sprout Rock		Brown Silk
	Leafy Hat		Ground Dust
	Grotle Twig		Earth Gem
	Grotle Claw		Terra Globe

IQ must be at least ★3–3.5 to know or learn Frenzy Plant



HERO / PARTNER

No.158 Big Jaw ♂♀ Forms 5 — Totodile

FOOTPRINT



LOCATION
- ♥ Lake Afar B5–B11F
- ● Destiny Tower 4–6F

EVOLUTION
Totodile → Lv18 → Croconaw (p.538) → Lv30 → Feraligatr (p.554)

TYPE	WATER
ABILITY	Torrent
FAVORITE GUMMI	Blue Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	28
BASE EXP.	11

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Leer	TM	Swagger	TM	Secret Power	EGG	Dragon Claw
LV1	Scratch	TM	Rock Slide	TM	Blizzard	EGG	Mud Sport
LV6	Water Gun	TM	Return	TM	Protect	EGG	Hydro Pump
LV8	Rage	TM	Facade	TM	Substitute	EGG	Water Sport
LV13	Bite	TM	Brick Break	TM	Water Pulse	EGG	Metal Claw
LV15	Scary Face	TM	Focus Punch	TM	Hidden Power	EGG	Dragon Dance
LV20	Ice Fang	TM	Endure	TM	Attract	EGG	Ice Punch
LV22	Flail	TM	Natural Gift	TM	Frustration		
LV27	Crunch	TM	Shadow Claw	TM	Captivate		
LV29	Slash	TM	Vacuum-Cut	TM	Ice Beam		
LV34	Screech	TM	Wide Slash	HM	Cut		
LV36	Aqua Tail	TM	Aerial Ace	HM	Waterfall		
LV36	Thrash	TM	Swords Dance	HM	Surf		
LV41	Superpower	TM	Toxic	EGG	Thrash		
LV48	Hydro Pump	TM	Fling	EGG	Rock Slide		
TM	Iron Tail	TM	Sleep Talk	EGG	Crunch		
TM	Dig	TM	Rest	EGG	AncientPower		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	3	4	3	0
10	61	27	20	26	20	1714
20	85	46	39	39	39	38579
30	105	56	49	49	49	120668
40	125	66	58	59	58	297404
50	133	76	58	69	58	578048
60	138	82	65	79	65	967680
70	148	92	75	89	75	1362246
80	158	102	85	99	85	1757600
90	168	112	95	109	95	2153740
100	178	122	105	119	105	2550714

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Totodi-Dew	TYPE	Feral-Crest
	Totodi-Fang		Hydro Jaw
	Water Heart		Blue Silk
	Wash Bow		Water Dust
EVOLUTION	Croco-Fang		Aqua Gem
	Croco-Card		Aqua Globe
	Swirl Rock		
	Anger Scarf		
	Feral-Claw		
	Feral-Fang		



No.454 Toxic Mouth ♂♀ Forms 0 — Toxicroak



LOCATION
- ♥ Spacial Rift B7F–Deep B9F
- ● Zero Isle Center B38–B40F
- ■ Barren Valley 1F–Deep 5F

EVOLUTION
Croagunk (p.538) → Lv37 → Toxicroak

TYPE	POISON / FIGHTING
ABILITY	Anticipation, Dry Skin
FAVORITE GUMMI	Pink Gummi, Orange Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	103

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Astonish	TM	Dig	TM	Vacuum-Cut	TM	Hidden Power
LV1	Poison Sting	TM	Torment	TM	Wide Slash	TM	Attract
LV1	Mud-Slap	TM	Swagger	TM	Stone Edge	TM	Frustration
LV3	Mud-Slap	TM	Rock Slide	TM	Taunt	TM	Captivate
LV8	Poison Sting	TM	Return	TM	Swords Dance	HM	Cut
LV10	Taunt	TM	Facade	TM	Poison Jab	HM	Rock Smash
LV15	Pursuit	TM	Brick Break	TM	Toxic	HM	Strength
LV17	Faint Attack	TM	Focus Blast	TM	Thief	HM	Rock Climb
LV22	Revenge	TM	Focus Punch	TM	Fling		
LV24	Swagger	TM	Giga Impact	TM	Sleep Talk		
LV29	Mud Bomb	TM	Endure	TM	Rest		
LV31	Sucker Punch	TM	Embargo	TM	Hyper Beam		
LV36	Nasty Plot	TM	X-Scissor	TM	Secret Power		
LV41	Poison Jab	TM	Earthquake	TM	Bulk Up		
LV49	Sludge Bomb	TM	Natural Gift	TM	Sludge Bomb		
LV54	Flatter	TM	Payback	TM	Protect		
TM	Dark Pulse	TM	Shadow Ball	TM	Substitute		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	18	10	10	10	0
10	51	27	20	17	17	1554
20	71	37	30	27	27	34989
30	86	47	40	37	37	109440
40	96	57	50	47	47	269731
50	106	66	60	56	56	524262
60	116	72	64	60	60	877640
70	126	82	74	70	70	1235492
80	136	92	84	80	80	1594059
90	146	102	94	90	90	1953339
100	156	112	104	100	100	2313376

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Toxi-Belt	TYPE	Poison Gem
			Poison Globe
			Orange Silk
			Courage Dust
EVOLUTION	Croa-Torc		Fight Gem
			Power Globe
TYPE	Pink Silk		
	Poison Dust		

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No.328 Ant Pit ♂♀ Forms 5

Trapinch

FOOTPRINT



TYPE GROUND

ABILITY Hyper Cutter / Arena Trap

FAVORITE GUMMI Brown Gummi

LOCATION
- ♥ Northern Desert 1–15F
- ● Zero Isle West B15–B20F
- ● Zero Isle South B24–B28F
- ● Destiny Tower 24–28F
- ■ Spring Cave B3–B4F, Upper B1–B2F

EVOLUTION



Trapinch → Lv35 → Vibrava (p.666) → Lv45 → Flygon (p.555)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	19
BASE EXP.	77

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Bite	TM	Giga Drain	TM	Captivate		
LV9	Sand-Attack	TM	Endure	HM	Rock Smash		
LV17	Faint Attack	TM	Earthquake	HM	Strength		
LV25	Sand Tomb	TM	Natural Gift	EGG	Gust		
LV33	Crunch	TM	Vacuum-Cut	EGG	Focus Energy		
LV41	Dig	TM	Wide Slash	EGG	Flail		
LV49	Sandstorm	TM	SolarBeam	EGG	Quick Attack		
LV57	Hyper Beam	TM	Toxic	EGG	Fury Cutter		
LV65	Earth Power	TM	Sleep Talk				
LV73	Earthquake	TM	Rest				
LV81	Feint	TM	Hyper Beam				
LV89	Fissure	TM	Secret Power				
TM	Dig	TM	Protect				
TM	Swagger	TM	Substitute				
TM	Rock Slide	TM	Hidden Power				
TM	Return	TM	Attract				
TM	Facade	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	15	7	15	7	0
10	55	22	12	22	12	1567
20	65	32	19	32	19	35283
30	79	46	33	46	33	110358
40	100	61	48	61	48	271995
50	115	67	53	67	54	528662
60	120	73	59	72	59	885006
70	130	83	69	82	69	1245862
80	140	93	79	92	79	1607438
90	150	103	89	102	89	1969733
100	160	113	99	112	99	2332792

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Desert Bow	TYPE	Earth Gem
			Terra Globe
EVOLUTION	Vibra Scarf		
	Red Glasses		
TYPE	Brown Silk		
	Ground Dust		



HERO / PARTNER

No.252 Wood Gecko ♂♀ Forms 5

Treecko

FOOTPRINT



TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

LOCATION
- ♥ Mystery Jungle 1–29F
- ● Destiny Tower 1–3F

EVOLUTION



Treecko → Lv16 → Grovyle (p.566) → Lv36 → Sceptile (p.633)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	6

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Leer	TM	Return	TM	Fling	EGG	Synthesis
LV1	Knock Off	TM	Facade	TM	Sleep Talk	EGG	Mud Sport
LV6	Absorb	TM	Brick Break	TM	Rest	EGG	Worry Seed
LV11	Quick Attack	TM	Focus Punch	TM	Secret Power	EGG	Double Kick
LV16	Pursuit	TM	Giga Drain	TM	Flash	EGG	Crush Claw
LV21	Screech	TM	Grass Knot	TM	Protect	EGG	Magical Leaf
LV26	Mega Drain	TM	Endure	TM	Substitute	EGG	Leech Seed
LV31	Agility	TM	Natural Gift	TM	Hidden Power	EGG	Leaf Storm
LV36	Slam	TM	Vacuum-Cut	TM	Attract	EGG	DragonBreath
LV41	Detect	TM	Safeguard	TM	Frustration		
LV46	Giga Drain	TM	Wide Slash	TM	Captivate		
LV51	Energy Ball	TM	SolarBeam	HM	Cut		
TM	Iron Tail	TM	Bullet Seed	HM	Rock Smash		
TM	Dig	TM	Aerial Ace	HM	Strength		
TM	Swagger	TM	Swords Dance	EGG	Crunch		
TM	Rock Slide	TM	Toxic	EGG	Endeavor		
TM	Energy Ball	TM	Drain Punch	EGG	GrassWhistle		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	3	3	4	3	0
10	47	21	21	22	21	1730
20	72	41	36	42	36	38952
30	102	53	48	54	47	121835
40	123	63	58	64	56	300281
50	133	68	67	69	57	583640
60	143	71	68	77	67	977041
70	153	81	78	87	77	1375424
80	163	91	88	97	87	1774602
90	173	101	98	107	97	2174575
100	183	111	108	117	107	2575389

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Treeck-Thorn		Scept-Seal
	Treeck-Card		Drain Bangle
	Forest Ore	TYPE	Grass Silk
	Guard Ring		Grass Dust
EVOLUTION	Grovy-Shoot		Grass Gem
	Grovy-Card		Soothe Globe
	Jungle-Tag		
	Grass Blade		
	Scept-Claw		
	Scept-Card		



No.357 Fruit ♂♀ Forms 4

Tropius



TYPE GRASS / FLYING

ABILITY Chlorophyll / Solar Power

FAVORITE GUMMI Grass Gummi / Sky Gummi

LOCATION
- ● Hidden Land 1F–Highland 8F
- ♥ Spacial Rift B12F–Deep B2F
- ● Zero Isle South B93–B98F
- ● Zero Isle Center B23–B25F
- ● Destiny Tower 93–99F

EVOLUTION

Does not evolve

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	102

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Gust	TM	Facade	TM	Rest	HM	Fly
LV1	Leer	TM	Giga Impact	TM	Hyper Beam	EGG	Razor Wind
LV7	Growth	TM	Giga Drain	TM	Steel Wing	EGG	Synthesis
LV11	Razor Leaf	TM	Silver Wind	TM	Roost	EGG	Nature Power
LV17	Stomp	TM	Grass Knot	TM	Secret Power	EGG	Headbutt
LV21	Sweet Scent	TM	Endure	TM	Flash	EGG	Slam
LV27	Whirlwind	TM	Earthquake	TM	Roar	EGG	Curse
LV31	Magical Leaf	TM	Natural Gift	TM	Protect	EGG	Leech Seed
LV37	Body Slam	TM	Vacuum-Cut	TM	Substitute	EGG	Leaf Storm
LV41	Synthesis	TM	Safeguard	TM	Hidden Power	EGG	Leaf Blade
LV47	Air Slash	TM	Wide Slash	TM	Attract		
LV51	SolarBeam	TM	SolarBeam	TM	Frustration		
LV57	Natural Gift	TM	Bullet Seed	TM	Captivate		
LV61	Leaf Storm	TM	Aerial Ace	HM	Cut		
TM	Swagger	TM	Swords Dance	HM	Rock Smash		
TM	Energy Ball	TM	Toxic	HM	Strength		
TM	Return	TM	Sleep Talk	HM	Defog		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	34	10	7	3	6	0
10	61	25	21	13	22	1723
20	91	35	31	30	32	38797
30	114	45	41	42	42	121350
40	134	50	44	52	45	299084
50	149	55	48	62	48	581315
60	154	61	52	72	52	973149
70	164	71	62	82	62	1369945
80	174	81	72	92	72	1767532
90	184	91	82	102	82	2165911
100	194	101	92	112	92	2565129

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Tropius Bow		Grass Gem
			Soothe Globe
		TYPE	Sky Silk
			Sky Dust
EVOLUTION			Sky Gem
			Sky Globe
TYPE	Grass Silk		
	Grass Dust		

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HERO
PARTNER



No.387 Tiny Leaf ♂♀ Forms

♥ 5

FOOTPRINT



Turtwig

TYPE GRASS

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi

LOCATION
- ♥ Mystifying Forest 1–13F
- ♥ Happy Outlook B1–B15F
- ♥ Mystery Jungle 1–29F

EVOLUTION
- Turtwig
- Lv18
- Grotle (p.565)
- Lv32
- Torterra (p.660)

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	7

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tackle	TM	Giga Drain	TM	Protect	EGG	Amnesia
LV5	Withdraw	TM	Grass Knot	TM	Substitute	EGG	Worry Seed
LV9	Absorb	TM	Endure	TM	Hidden Power	EGG	Body Slam
LV13	Razor Leaf	TM	Natural Gift	TM	Attract	EGG	Superpower
LV17	Curse	TM	Vacuum-Cut	TM	Frustration		
LV21	Bite	TM	Safeguard	TM	Captivate		
LV25	Mega Drain	TM	Wide Slash	TM	Reflect		
LV29	Leech Seed	TM	Stealth Rock	HM	Cut		
LV33	Synthesis	TM	SolarBeam	HM	Rock Smash		
LV37	Crunch	TM	Bullet Seed	HM	Strength		
LV41	Giga Drain	TM	Swords Dance	HM	Rock Climb		
LV45	Leaf Storm	TM	Toxic	EGG	Thrash		
TM	Iron Tail	TM	Sleep Talk	EGG	Tickle		
TM	Swagger	TM	Rest	EGG	Double-Edge		
TM	Energy Ball	TM	Light Screen	EGG	Sand Tomb		
TM	Return	TM	Secret Power	EGG	Growth		
TM	Facade	TM	Flash	EGG	Seed Bomb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	5	3	5	3	0
10	42	23	21	23	21	1709
20	67	43	41	43	41	38465
30	97	53	51	53	51	120311
40	115	62	60	62	61	296525
50	125	67	65	67	66	576341
60	135	75	73	76	75	964822
70	145	85	83	86	85	1358223
80	155	95	93	96	95	1752409
90	165	105	103	106	105	2147379
100	175	115	113	116	115	2543181

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Lucky Leaf		Tort-Seal
	Turtwig Card		Forest Torc
	Sprout Rock	TYPE	Grass Silk
	Leafy Hat		Grass Dust
EVOLUTION	Grotle Twig		Grass Gem
	Grotle Claw		Soothe Globe
	Grotle Crest		
	Woody Scarf		
	Tort-Claw		
	Tort-Horn		



No.157 Volcano ♂♀ Forms

♥ 0

FOOTPRINT



Typhlosion

TYPE FIRE

ABILITY Blaze

FAVORITE GUMMI Red Gummi

LOCATION
- ♥ Deep Dark Crater B6–B9, B11–B14F
- ● Inferno Cave B1–B29F
- ● Zero Isle North B41–B49F

EVOLUTION
- Cyndaquil (p.539)
- Lv14
- Quilava (p.624)
- Lv36
- Typhlosion

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	120%
DAMAGE DEALT BY SIZEBUST ORB	33
BASE EXP.	92

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

MOVE LIST

LV1	SmokeScreen	TM	Dig	TM	Vacuum-Cut	TM	Captivate
LV1	Tackle	TM	Swagger	TM	Wide Slash	HM	Cut
LV1	Leer	TM	Rock Slide	TM	SolarBeam	HM	Rock Smash
LV1	Ember	TM	Overheat	TM	Fire Blast	HM	Strength
LV2	Gyro Ball	TM	Will-O-Wisp	TM	Aerial Ace	HM	Rock Climb
LV4	SmokeScreen	TM	Return	TM	Toxic		
LV10	Ember	TM	Flamethrower	TM	Fling		
LV13	Quick Attack	TM	Facade	TM	Sleep Talk		
LV20	Flame Wheel	TM	Brick Break	TM	Rest		
LV24	Defense Curl	TM	Focus Blast	TM	Hyper Beam		
LV31	Swift	TM	Focus Punch	TM	Secret Power		
LV35	Lava Plume	TM	Giga Impact	TM	Roar		
LV42	Flamethrower	TM	Endure	TM	Protect		
LV46	Rollout	TM	Earthquake	TM	Substitute		
LV53	Double-Edge	TM	Natural Gift	TM	Hidden Power		
LV57	Eruption	TM	Gyro Ball	TM	Attract		
LV72	Blast Burn	TM	Shadow Claw	TM	Frustration		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	2	4	2	0
10	46	22	20	22	20	1806
20	74	39	38	39	39	40669
30	101	51	49	50	49	127205
40	121	61	59	60	58	313515
50	137	71	68	70	59	609364
60	152	81	69	80	69	1020103
70	162	91	79	90	79	1436044
80	172	101	89	100	89	1852816
90	182	111	99	110	99	2270416
100	192	121	109	120	109	2688896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Typhlo-Gasp		Quila-Crest
	Typhlo-Fang		Volcano Torc
	Typhlo-Seal		Red Silk
	Blast Bangle	TYPE	Fire Dust
EVOLUTION	Cynda-Hair		Fiery Gem
	Cynda-Claw		Fiery Globe
	Blazing Rock		
	Storm Sash		
	Quila-Hair		
	Quila-Card		

IQ must be at least ★3–3.5 to know or learn Blast Burn



No.248 Armor ♂♀ Forms

♥ 0



Tyranitar

TYPE ROCK / DARK

ABILITY Sand Stream

FAVORITE GUMMI Gray Gummi, Black Gummi

LOCATION
- ♥ Quicksand Pit B2–B10F
- ● Zero Isle North B41–B50F
- ● Zero Isle Center B8–B20F

EVOLUTION
- Larvitar (p.583)
- Lv30
- Pupitar (p.623)
- Lv55
- Tyranitar

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	43
BASE EXP.	104

HOW TO RECRUIT: DEFEAT, MISSION, EVOLUTION

MOVE LIST

LV1	Screech	TM	Torment	TM	Fire Blast	TM	Avalanche
LV1	Bite	TM	Swagger	TM	Taunt	TM	Dragon Pulse
LV1	Sandstorm	TM	Rock Slide	TM	Aerial Ace	TM	Ice Beam
LV1	Leer	TM	Return	TM	Shock Wave	TM	Rock Polish
LV3	Thunder Fang	TM	Flamethrower	TM	Thunder Wave	HM	Cut
LV3	Ice Fang	TM	Thunder	TM	Toxic	HM	Rock Smash
LV3	Fire Fang	TM	Facade	TM	Dragon Claw	HM	Strength
LV5	Sandstorm	TM	Brick Break	TM	Fling	HM	Surf
LV10	Screech	TM	Focus Blast	TM	Sleep Talk	HM	Rock Climb
LV14	Rock Slide	TM	Focus Punch	TM	Rest		
LV19	Scary Face	TM	Giga Impact	TM	Hyper Beam		
LV23	Thrash	TM	Endure	TM	Secret Power		
LV28	Dark Pulse	TM	Earthquake	TM	Blizzard		
LV34	Payback	TM	Natural Gift	TM	Roar		
LV41	Crunch	TM	Payback	TM	Protect		
LV47	Earthquake	TM	Shadow Claw	TM	Substitute		
LV54	Stone Edge	TM	Thunderbolt	TM	Water Pulse		
LV70	Hyper Beam	TM	Vacuum-Cut	TM	Hidden Power		
TM	Iron Tail	TM	Wide Slash	TM	Attract		
TM	Dark Pulse	TM	Stealth Rock	TM	Frustration		
TM	Dig	TM	Stone Edge	TM	Captivate		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	48	19	8	10	9	0
10	53	23	11	13	12	1655
20	64	30	17	19	18	37253
30	91	48	37	37	38	116521
40	106	63	52	52	53	287182
50	116	73	62	62	62	558182
60	131	83	72	72	64	934423
70	141	93	82	82	74	1315428
80	151	103	92	92	84	1697194
90	161	113	102	102	94	2079720
100	171	123	112	112	104	2463051

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Crash Claw		Stone Gem
			Rock Globe
			Black Silk
		TYPE	Dark Dust
EVOLUTION	Larvitar Bow		Dark Gem
	Pupita-Scarf		Dusk Globe
TYPE	Gray Silk		
	Rock Dust		

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No.236 Scuffle ♂ Forms



Tyrogue

♥ 4

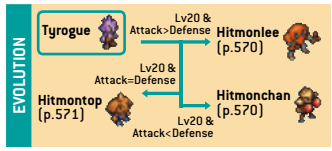
TYPE FIGHTING

ABILITY Guts / Steadfast

FAVORITE GUMMI Orange Gummi

LOCATION
- ♥ Mt. Travail 1–19F
- ♥ Lost Wilderness B1–B17F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	48

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tackle	TM	Rest	EGG	Bullet Punch
LV1	Fake Out	TM	Secret Power	EGG	Mach Punch
LV1	Foresight	TM	Bulk Up		
LV2	Helping Hand	TM	Protect		
TM	Swagger	TM	Substitute		
TM	Rock Slide	TM	Hidden Power		
TM	Return	TM	Attract		
TM	Facade	TM	Frustration		
TM	Brick Break	TM	Captivate		
TM	Endure	TM	Rock Smash		
TM	Earthquake	HM	Strength		
TM	Natural Gift	EGG	Counter		
TM	Vacuum-Cut	EGG	Rapid Spin		
TM	Wide Slash	EGG	Mind Reader		
TM	Toxic	EGG	Vacuum Wave		
TM	Thief	EGG	Helping Hand		
TM	Sleep Talk	EGG	Hi Jump Kick		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	42	17	13	17	13	0
10	60	24	22	24	22	1473
20	80	34	34	34	28	33153
30	91	44	41	44	32	103698
40	101	53	47	54	39	255580
50	106	58	52	59	44	496759
60	111	64	58	64	49	831597
70	121	74	68	74	59	1170676
80	131	84	78	84	69	1510432
90	141	94	88	94	79	1850863
100	151	104	98	104	89	2192012

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Pep Sash	TYPE	Courage Dust
	Tyro-Sweat		Fight Gem
	Tyro-Card		Power Globe
	Muscle Charm		
	Heroic Medal		
EVOLUTION			
	Orange Silk		



No.197 Moonlight ♂♀ Forms



Umbreon

♥ 0

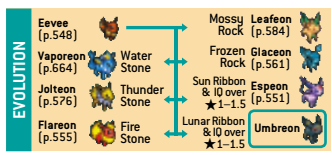
TYPE DARK

ABILITY Synchronize

FAVORITE GUMMI Black Gummi

LOCATION
- ♥ Concealed Ruins B1–B29F
- ♥ World Abyss B1–B29F
- ● Southeastern Islands B1–B24F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	27
BASE EXP.	35

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Torment	TM	Hyper Beam
LV1	Tackle	TM	Swagger	TM	Secret Power
LV1	Helping Hand	TM	Return	TM	Flash
LV8	Sand-Attack	TM	Facade	TM	Protect
LV15	Pursuit	TM	Giga Impact	TM	Substitute
LV22	Quick Attack	TM	Endure	TM	Hidden Power
LV29	Confuse Ray	TM	Psychic	TM	Attract
LV36	Faint Attack	TM	Psych Up	TM	Frustration
LV43	Assurance	TM	Natural Gift	TM	Captivate
LV50	Last Resort	TM	Payback	TM	Dream Eater
LV57	Mean Look	TM	Shadow Ball	HM	Cut
LV64	Screech	TM	Vacuum-Cut		
LV71	Moonlight	TM	Wide Slash		
LV78	Guard Swap	TM	Taunt		
TM	Iron Tail	TM	Toxic		
TM	Dark Pulse	TM	Sleep Talk		
TM	Dig	TM	Rest		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Dusk Collar	TYPE	Dark Gem
			Dusk Globe
EVOLUTION	Eevee Tail		
	Eevee Card		
	Evolve Charm		
TYPE	Black Silk		
	Dark Dust		



No.201 Symbol Unknown



Unown

♥ 5

TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION
- ♥ Aegis Cavelce B1–B3F, Rock B1–B3F, Steel B1–B4F, Pit B1–B5F

EVOLUTION

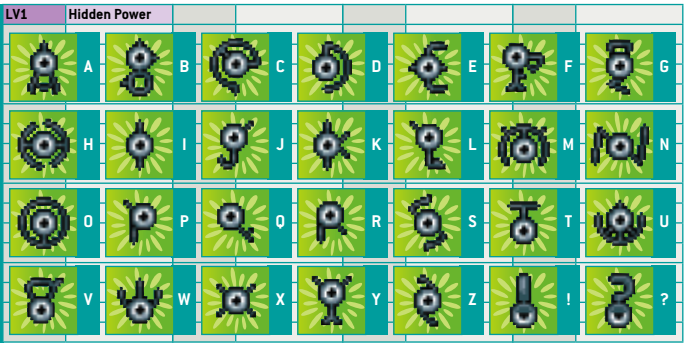
Does not evolve

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	8–19
BASE EXP.	4

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Hidden Power



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	16	8	16	8	0
10	44	25	14	25	16	1607
20	59	35	21	34	23	36177
30	74	45	31	40	33	113157
40	94	54	39	50	40	278892
50	114	60	44	60	45	542068
60	133	71	49	69	51	907448
70	143	81	59	79	61	1277455
80	153	91	69	89	71	1648200
90	163	101	79	99	81	2019683
100	173	111	89	109	91	2391948

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Cryptic Sash	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

Sizebust Orb damage varies for different forms of Unown (see p.684)

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No.217 Hibernator ♂♀ Forms



Ursaring



♥ 0

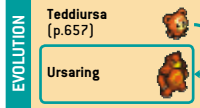
TYPE NORMAL

ABILITY Guts / Quick Feet

FAVORITE GUMMI White Gummi

LOCATION
- ♥ Sky Peak 4th Station Pass 2F–5th Station Pass 4F, 6th Station Pass 1F–Sky Peak Summit Pass 5F
- ♥ Mt. Travail 1–19F
- ♥ Shimmer Hill 1–17F
- ● Zero Isle North B50–B74F
- ● Destiny Tower 75–80F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	54
BASE EXP.	94

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Fake Tears	TM	Rock Slide	TM	Swords Dance	HM	Cut
LV1	Lick	TM	Return	TM	Toxic	HM	Rock Smash
LV1	Leer	TM	Facade	TM	Thief	HM	Strength
LV1	Scratch	TM	Brick Break	TM	Fling	HM	Rock Climb
LV2	Covet	TM	Focus Blast	TM	Sleep Talk		
LV8	Fury Swipes	TM	Focus Punch	TM	Rest		
LV15	Faint Attack	TM	Giga Impact	TM	Hyper Beam		
LV22	Sweet Scent	TM	Endure	TM	Secret Power		
LV29	Slash	TM	Earthquake	TM	Bulk Up		
LV38	Scary Face	TM	Natural Gift	TM	Roar		
LV47	Rest	TM	Payback	TM	Protect		
LV49	Snore	TM	Shadow Claw	TM	Substitute		
LV58	Thrash	TM	Vacuum-Cut	TM	Hidden Power		
LV67	Hammer Arm	TM	Wide Slash	TM	Attract		
TM	Dig	TM	Stone Edge	TM	Frustration		
TM	Torment	TM	Taunt	TM	Captivate		
TM	Swagger	TM	Aerial Ace	TM	Avalanche		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	16	10	12	10	0
10	40	23	15	19	15	1612
20	54	33	23	29	23	36285
30	84	43	39	39	39	113495
40	114	53	48	49	49	279725
50	127	69	53	54	54	543687
60	132	79	59	59	59	910158
70	142	89	69	69	69	1281269
80	152	99	79	79	79	1653121
90	162	109	89	89	89	2025713
100	172	119	99	99	99	2399090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ursa-Claw	TYPE	White Gem
	Ursa-Fang		Joy Globe
EVOLUTION	Calming Rock		
	Hiber Scarf		
	Teddi-Claw		
	Teddi-Card		
	Honey Rock		
	Heal Scarf		
TYPE	White Silk		
	Normal Dust		

No.480 Knowledge Unknown



Uxie



X

TYPE PSYCHIC

ABILITY Levitate

FAVORITE GUMMI Gold Gummi

LOCATION
- ● Steam Cave Peak (Upper 8F)
- * Does not appear when it is already a team member.

EVOLUTION



TERRAIN	Air
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	124

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Rest	TM	Facade	TM	Shock Wave	TM	Frustration
LV1	Confusion	TM	Giga Impact	TM	Thunder Wave	TM	Dream Eater
LV6	Imprison	TM	Giga Drain	TM	Toxic	TM	Recycle
LV16	Endure	TM	Grass Knot	TM	Trick Room	TM	Reflect
LV21	Swift	TM	Endure	TM	U-turn		
LV31	Yawn	TM	Psychic	TM	Fling		
LV36	Future Sight	TM	Psych Up	TM	Sleep Talk		
LV46	Amnesia	TM	Natural Gift	TM	Rest		
LV51	Extrasensory	TM	Shadow Ball	TM	Hyper Beam		
LV61	Flail	TM	Thunderbolt	TM	Light Screen		
LV66	Natural Gift	TM	Vacuum-Cut	TM	Secret Power		
LV76	Memento	TM	Safeguard	TM	Flash		
TM	Iron Tail	TM	Wide Slash	TM	Protect		
TM	Swagger	TM	Skill Swap	TM	Substitute		
TM	Energy Ball	TM	Stealth Rock	TM	Water Pulse		
TM	Return	TM	SolarBeam	TM	Calm Mind		
TM	Thunder	TM	Charge Beam	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	10	13	10	13	0
10	49	25	28	24	27	1844
20	59	37	48	36	47	41514
30	70	47	58	46	57	129850
40	90	57	68	56	67	320034
50	110	67	81	66	80	622034
60	130	77	99	76	98	1041314
70	150	87	109	86	108	1465903
80	165	97	119	96	118	1891340
90	175	107	129	106	128	2317624
100	185	117	139	116	138	2744805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Edify Robe	TYPE	Psyche Gem
			Psyche Globe
EVOLUTION			
TYPE	Gold Silk		
	Psyche Dust		

See p.682 for its stats when it appears as a dungeon boss

No.134 Bubble Jet ♂♀ Forms



Vaporeon



♥ 0

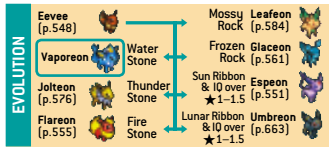
TYPE WATER

ABILITY Water Absorb

FAVORITE GUMMI Blue Gummi

LOCATION
- ♥ Lake Afar B13–B24F
- ● Destiny Tower 11–14F

EVOLUTION



TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	35

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Tail Whip	TM	Return	TM	Substitute		
LV1	Tackle	TM	Facade	TM	Water Pulse		
LV1	Helping Hand	TM	Giga Impact	TM	Hidden Power		
LV8	Sand-Attack	TM	Endure	TM	Attract		
LV15	Water Gun	TM	Brine	TM	Frustration		
LV22	Quick Attack	TM	Natural Gift	TM	Captivate		
LV29	Bite	TM	Shadow Ball	TM	Ice Beam		
LV36	Aurora Beam	TM	Vacuum-Cut	HM	Rock Smash		
LV43	Aqua Ring	TM	Wide Slash	HM	Strength		
LV50	Last Resort	TM	Toxic	HM	Waterfall		
LV57	Haze	TM	Sleep Talk	HM	Surf		
LV64	Acid Armor	TM	Rest				
LV71	Hydro Pump	TM	Hyper Beam				
LV78	Muddy Water	TM	Secret Power				
TM	Iron Tail	TM	Blizzard				
TM	Dig	TM	Roar				
TM	Swagger	TM	Protect				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	4	5	3	5	0
10	52	22	23	21	23	1715
20	82	39	39	38	39	38621
30	102	52	49	50	49	120800
40	117	62	58	60	58	297729
50	127	72	59	70	59	578681
60	137	82	65	80	69	968739
70	147	92	75	90	79	1363737
80	157	102	85	100	89	1759523
90	167	112	95	110	99	2156097
100	177	122	105	120	109	2553506

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Aqua Collar	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION			
	Eevee		
	Eevee Card		
	Evolve Charm		
TYPE			
	Blue Silk		
	Water Dust		

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No.49 Poison Moth ♂♀ Forms



Venomoth

♥ 0

TYPE BUG / POISON

ABILITY Shield Dust, Tinted Lens

FAVORITE GUMMI Green Gummi, Pink Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	37
BASE EXP.	49

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Mt. Horn 8–14F
- ♥ Landslide Cave B1–B12F
- ♥ Mt. Mistral 1–19F
- ♥ Midnight Forest B1–B21F
- ● Zero Isle North B16–B20F
- ● Zero Isle West B6–B10F
- ● Zero Isle South B70–B74F
- ● Zero Isle Center B19–B20F
- ● Destiny Tower 70–74F

EVOLUTION

Venonat → Venomoth (Lv31)

MOVE LIST

LV1	Disable	LV59	Bug Buzz	TM	Thief		
LV1	Silver Wind	TM	Swagger	TM	U-turn		
LV1	Tackle	TM	Energy Ball	TM	Sleep Talk		
LV1	Supersonic	TM	Return	TM	Rest		
LV3	Foresight	TM	Facade	TM	Hyper Beam		
LV5	Supersonic	TM	Giga Impact	TM	Roost		
LV11	Confusion	TM	Giga Drain	TM	Secret Power		
LV13	PoisonPowder	TM	Silver Wind	TM	Flash		
LV17	Leech Life	TM	Endure	TM	Sludge Bomb		
LV23	Stun Spore	TM	Psychic	TM	Protect		
LV25	Psybeam	TM	Natural Gift	TM	Substitute		
LV29	Sleep Powder	TM	Vacuum-Cut	TM	Hidden Power		
LV31	Gust	TM	Wide Slash	TM	Attract		
LV37	Signal Beam	TM	Skill Swap	TM	Frustration		
LV41	Zen Headbutt	TM	SolarBeam	TM	Captivate		
LV47	Poison Fang	TM	Aerial Ace	HM	Defog		
LV55	Psychic	TM	Toxic				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	19	14	5	14	4	0
10	38	23	13	23	13	1680
20	60	33	22	35	22	37833
30	77	43	30	45	36	118336
40	105	53	40	55	46	291657
50	120	60	46	60	53	566879
60	125	66	52	65	58	948982
70	135	76	62	75	68	1335924
80	145	86	72	85	78	1723638
90	155	96	82	95	88	2112124
100	165	106	92	105	98	2501428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Venomoth Bow	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Gaze Goggles		Poison Gem
			Poison Globe
TYPE	Green Silk		
	Wonder Dust		



No.48 Insect ♂♀ Forms



Venonat

♥ 5

TYPE BUG / POISON

ABILITY CompoundEyes, Tinted Lens

FAVORITE GUMMI Green Gummi, Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	18

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Mystifying Forest 1–13F
- ♥ Midnight Forest B1–B21F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle East B9–B20F
- ● Zero Isle West B16–B20F
- ● Zero Isle Center B19–B20F
- ● Destiny Tower 22–25F

EVOLUTION

Venonat → Venomoth (Lv31)

MOVE LIST

LV1	Disable	TM	Giga Drain	TM	Hidden Power		
LV1	Tackle	TM	Endure	TM	Attract		
LV1	Foresight	TM	Psychic	TM	Frustration		
LV5	Supersonic	TM	Natural Gift	TM	Captivate		
LV11	Confusion	TM	Vacuum-Cut	EGG	Morning Sun		
LV13	PoisonPowder	TM	Wide Slash	EGG	Screech		
LV17	Leech Life	TM	Skill Swap	EGG	Giga Drain		
LV23	Stun Spore	TM	SolarBeam	EGG	Agility		
LV25	Psybeam	TM	Toxic	EGG	Signal Beam		
LV29	Sleep Powder	TM	Thief	EGG	Toxic Spikes		
LV35	Signal Beam	TM	Sleep Talk	EGG	Baton Pass		
LV37	Zen Headbutt	TM	Rest	EGG	Bug Bite		
LV41	Poison Fang	TM	Secret Power				
LV47	Psychic	TM	Flash				
TM	Swagger	TM	Sludge Bomb				
TM	Return	TM	Protect				
TM	Facade	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	15	12	15	12	0
10	54	24	20	24	21	1680
20	76	34	29	36	30	37833
30	93	44	37	46	44	118336
40	121	54	47	56	54	291657
50	136	61	53	61	61	566879
60	141	67	59	66	66	948982
70	151	77	69	76	76	1335924
80	161	87	79	86	86	1723638
90	171	97	89	96	96	2112124
100	181	107	99	106	106	2501428

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Gaze Goggles	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Venomoth Bow		Poison Gem
			Poison Globe
TYPE	Green Silk		
	Wonder Dust		



No.3 Seed ♂♀ Forms

FOOTPRINT



Venusaur

♥ 0

TYPE GRASS / POISON

ABILITY Overgrow

FAVORITE GUMMI Grass Gummi, Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	48
BASE EXP.	102

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B41–B49F

EVOLUTION

Bulbasaur (p.525) → Ivysaur (p.575) (Lv16) → Venusaur (Lv32)

MOVE LIST

LV1	Tackle	LV53	SolarBeam	TM	Toxic	HM	Rock Climb
LV1	Vine Whip	LV72	Frenzy Plant	TM	Sleep Talk		
LV1	Growl	TM	Swagger	TM	Rest		
LV1	Leech Seed	TM	Energy Ball	TM	Hyper Beam		
LV3	Growl	TM	Return	TM	Secret Power		
LV7	Leech Seed	TM	Facade	TM	Flash		
LV9	Vine Whip	TM	Giga Impact	TM	Sludge Bomb		
LV13	PoisonPowder	TM	Giga Drain	TM	Roar		
LV13	Sleep Powder	TM	Grass Knot	TM	Protect		
LV15	Take Down	TM	Endure	TM	Substitute		
LV20	Razor Leaf	TM	Earthquake	TM	Hidden Power		
LV23	Sweet Scent	TM	Natural Gift	TM	Attract		
LV28	Growth	TM	Vacuum-Cut	TM	Frustration		
LV31	Double-Edge	TM	Wide Slash	TM	Captivate		
LV32	Petal Dance	TM	SolarBeam	HM	Cut		
LV39	Worry Seed	TM	Bullet Seed	HM	Rock Smash		
LV45	Synthesis	TM	Swords Dance	HM	Strength		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	3	2	4	3	0
10	44	19	20	22	21	1711
20	69	38	39	42	40	38528
30	99	48	49	54	50	120511
40	120	58	59	64	59	297017
50	130	63	64	69	64	577298
60	140	71	72	72	67	966424
70	150	81	82	82	77	1360477
80	160	91	92	92	87	1755317
90	170	101	102	102	97	2150943
100	180	111	112	112	107	2547402

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Venus-Claw		Ivy-Crest
	Venus-Fang		Plant Torc
	Venus-Seal	TYPE	Grass Silk
	Solar Sash		Grass Dust
EVOLUTION	Bulba-Claw		Grass Gem
	Bulba-Fang		Soothe Globe
	Grass-Guard		Pink Silk
	Leafy Tie		Poison Dust
	Ivy-Claw		Poison Gem
	Ivy-Fang		Poison Globe

IQ must be at least ★3–3.5 to know or learn Frenzy Plant

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No.416 Beehive ♀ Forms

♥ 0

Vespiquen



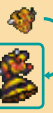
TYPE BUG / FLYING

ABILITY Pressure

FAVORITE GUMMI Green Gummi, Sky Gummi

LOCATION
- ♥ Treeshroud Forest 10–20F
- ● Zero Isle North B61–B74F
- ■ Fortune Ravine Pit (Depths B7F)
- ■ Southern Jungle 6–10F

EVOLUTION



Combee (p.535) → Vespiquen: ♀ & LV21

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	80%
DAMAGE DEALT BY SIZEBUST ORB	42
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sweet Scent	TM	Return	TM	Roost		
LV1	Gust	TM	Facade	TM	Secret Power		
LV3	Poison Sting	TM	Giga Impact	TM	Flash		
LV7	Confuse Ray	TM	Silver Wind	TM	Sludge Bomb		
LV9	Fury Cutter	TM	Endure	TM	Protect		
LV13	Defend Order	TM	X-Scissor	TM	Substitute		
LV15	Pursuit	TM	Natural Gift	TM	Hidden Power		
LV19	Fury Swipes	TM	Vacuum-Cut	TM	Attract		
LV21	Power Gem	TM	Wide Slash	TM	Frustration		
LV25	Heal Order	TM	Aerial Ace	TM	Captivate		
LV27	Toxic	TM	Toxic	HM	Cut		
LV31	Slash	TM	Thief	HM	Defog		
LV33	Captivate	TM	U-turn				
LV37	Attack Order	TM	Fling				
LV39	Swagger	TM	Sleep Talk				
LV43	Destiny Bond	TM	Rest				
TM	Swagger	TM	Hyper Beam				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	12	0	11	2	0
10	29	19	5	18	7	1521
20	49	29	14	28	13	34248
30	79	39	29	38	28	107124
40	100	49	44	48	43	264022
50	110	59	54	58	53	513167
60	116	65	60	64	59	859065
70	126	75	70	74	69	1209344
80	136	85	80	84	79	1560322
90	146	95	90	94	89	1911998
100	156	105	100	104	99	2264415

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Vespi-Torc	Guard Gem
		Defend Globe
		Sky Silk
		Sky Dust
EVOLUTION	Nectar Bow	Sky Gem
		Sky Globe
TYPE	Green Silk	
	Wonder Dust	

See p.683 for its stats when it appears as a dungeon boss



No.329 Vibration ♂♀ Forms

♥ 1

FOOTPRINT

Vibrava



TYPE GROUND / DRAGON

ABILITY Levitate

FAVORITE GUMMI Brown Gummi, Royal Gummi

LOCATION
- ♥ Quicksand Cave B1–B9F

EVOLUTION



Trapinch (p.661) → Vibrava: Lv35 → Flygon (p.555): Lv45

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	36
BASE EXP.	126

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sand-Attack	TM	Facade	TM	Protect		
LV1	Sand Tomb	TM	Giga Drain	TM	Substitute		
LV1	SonicBoom	TM	Silver Wind	TM	Hidden Power		
LV1	Faint Attack	TM	Endure	TM	Attract		
LV9	Sand-Attack	TM	Earthquake	TM	Frustration		
LV17	Faint Attack	TM	Natural Gift	TM	Captivate		
LV25	Sand Tomb	TM	Vacuum-Cut	TM	Dragon Pulse		
LV33	Supersonic	TM	Wide Slash	HM	Rock Smash		
LV35	DragonBreath	TM	SolarBeam	HM	Strength		
LV41	Screech	TM	Toxic	HM	Defog		
LV49	Sandstorm	TM	U-turn	HM	Fly		
LV57	Hyper Beam	TM	Sleep Talk				
LV72	Draco Meteor	TM	Rest				
TM	Dig	TM	Hyper Beam				
TM	Swagger	TM	Steel Wing				
TM	Rock Slide	TM	Roost				
TM	Return	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	16	10	16	10	0
10	52	23	15	23	15	1567
20	62	33	22	33	22	35283
30	76	47	36	47	36	110358
40	97	62	51	62	51	271995
50	112	68	56	68	57	528662
60	117	74	62	73	62	885006
70	127	84	72	83	72	1245862
80	137	94	82	93	82	1607438
90	147	104	92	103	92	1969733
100	157	114	102	113	102	2332792

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Vibra Scarf	Earth Gem
		Terra Globe
		Royal Silk
		Dragon Dust
EVOLUTION	Desert Bow	Dragon Gem
	Red Glasses	Dragon Globe
TYPE	Brown Silk	
	Ground Dust	

IQ must be at least ★3–3.5 to know or learn Draco Meteor



No.71 Flycatcher ♂♀ Forms

♥ 0

Victreebel



TYPE GRASS / POISON

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi, Pink Gummi

LOCATION
- ♥ Mystery Jungle 1–29F

EVOLUTION



Bellsprout (p.521) → Weepinbell (p.670): Lv21 → Victreebel: Leaf Stone

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	39
BASE EXP.	41

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Sweet Scent	TM	Natural Gift	TM	Attract		
LV1	Stockpile	TM	Vacuum-Cut	TM	Frustration		
LV1	Vine Whip	TM	Wide Slash	TM	Captivate		
LV2	Razor Leaf	TM	SolarBeam	HM	Cut		
LV3	Sleep Powder	TM	Bullet Seed				
LV4	Swallow	TM	Swords Dance				
LV5	Spit Up	TM	Toxic				
LV47	Leaf Storm	TM	Thief				
LV49	Leaf Blade	TM	Sleep Talk				
TM	Swagger	TM	Rest				
TM	Energy Ball	TM	Hyper Beam				
TM	Return	TM	Secret Power				
TM	Facade	TM	Flash				
TM	Giga Impact	TM	Sludge Bomb				
TM	Giga Drain	TM	Protect				
TM	Grass Knot	TM	Substitute				
TM	Endure	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	21	15	10	16	10	0
10	26	19	13	19	13	886
20	31	24	17	22	16	19953
30	36	29	20	25	20	62412
40	41	34	23	29	23	153823
50	46	39	27	32	26	298979
60	51	45	31	36	30	500505
70	61	55	41	46	40	704583
80	71	65	51	56	50	909069
90	81	75	61	66	60	1113961
100	91	85	71	76	70	1319285

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Victree-Torc	Grass Gem
		Soothe Globe
		Pink Silk
		Poison Dust
EVOLUTION	Bell-Bow	Poison Gem
	Digest Scarf	Poison Globe
TYPE	Grass Silk	
	Grass Dust	

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No.288 Wild Monkey ♂♀ Forms

Vigoroth

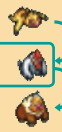
♥ 0

FOOTPRINT



LOCATION
- ♥ Blizzard Island 1–20F
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Vital Spirit	White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	112

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Encore	TM	Facade	TM	Toxic	HM	Rock Smash
LV1	Focus Energy	TM	Brick Break	TM	Fling	HM	Strength
LV1	Uproar	TM	Focus Blast	TM	Sleep Talk	HM	Rock Climb
LV1	Scratch	TM	Focus Punch	TM	Rest		
LV7	Encore	TM	Endure	TM	Secret Power		
LV13	Uproar	TM	Earthquake	TM	Bulk Up		
LV19	Fury Swipes	TM	Natural Gift	TM	Blizzard		
LV25	Endure	TM	Shadow Claw	TM	Roar		
LV31	Slash	TM	Shadow Ball	TM	Protect		
LV37	Counter	TM	Thunderbolt	TM	Substitute		
LV43	Focus Punch	TM	Vacuum-Cut	TM	Water Pulse		
LV49	Reversal	TM	Wide Slash	TM	Hidden Power		
TM	Swagger	TM	SolarBeam	TM	Attract		
TM	Rock Slide	TM	Fire Blast	TM	Frustration		
TM	Return	TM	Taunt	TM	Captivate		
TM	Flamethrower	TM	Aerial Ace	TM	Ice Beam		
TM	Thunder	TM	Shock Wave	HM	Cut		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	43	24	15	20	17	0
10	55	29	20	25	22	1660
20	71	35	25	31	26	36639
30	91	45	35	41	30	114480
40	111	55	45	51	39	282023
50	122	65	55	56	49	548048
60	132	75	65	61	55	917365
70	142	85	75	71	65	1291360
80	152	95	85	81	75	1666100
90	162	105	95	91	85	2041586
100	172	115	105	101	95	2417863

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Vigor Sash	TYPE	White Gem
			Joy Globe
EVOLUTION	Slak-Scarf		
	Lazy Ruff		
TYPE	White Silk		
	Normal Dust		



No.45 Flower ♂♀ Forms

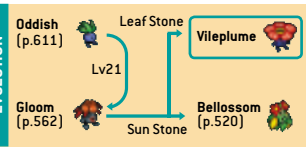
Vileplume

♥ 0



LOCATION
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B50–B74F
- ● Zero Isle South B65–B79F
- ● Destiny Tower 60–69F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
GRASS / POISON	Chlorophyll	Grass Gummi Pink Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	35
BASE EXP.	105

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Aromatherapy	TM	SolarBeam	TM	Captivate		
LV1	Stun Spore	TM	Bullet Seed	HM	Cut		
LV1	PoisonPowder	TM	Swords Dance				
LV1	Mega Drain	TM	Toxic				
LV53	Petal Dance	TM	Drain Punch				
LV65	SolarBeam	TM	Fling				
TM	Swagger	TM	Sleep Talk				
TM	Energy Ball	TM	Rest				
TM	Return	TM	Hyper Beam				
TM	Facade	TM	Secret Power				
TM	Giga Impact	TM	Flash				
TM	Giga Drain	TM	Sludge Bomb				
TM	Grass Knot	TM	Protect				
TM	Endure	TM	Substitute				
TM	Natural Gift	TM	Hidden Power				
TM	Vacuum-Cut	TM	Attract				
TM	Wide Slash	TM	Frustration				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	31	16	8	13	8	0
10	40	23	14	20	14	1488
20	59	40	23	37	23	33494
30	83	52	34	48	34	104764
40	101	62	49	58	49	258207
50	106	67	55	63	56	501865
60	111	73	61	68	61	840146
70	121	83	71	78	71	1182710
80	131	93	81	88	81	1525958
90	141	103	91	98	91	1869890
100	151	113	101	108	101	2214545

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Aroma Scarf	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Odd Bow		Poison Gem
	Guard Hat		Poison Globe
	Bright Tiara		
TYPE	Grass Silk		
	Grass Dust		



No.313 Firefly ♂ Forms

Volbeat

♥ 5



LOCATION
- ♥ Upper Steam Cave 1–7F
- ● Zero Isle South B13–B16F
- ● Zero Isle Center B19–B20F
- ● Destiny Tower 13–16F
- ■ Limestone Cavern 1F–Deep B5F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
BUG	Illuminate Swarm	Green Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	80

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Brick Break	TM	Thief	EGG	Silver Wind
LV1	Flash	TM	Focus Punch	TM	U-turn	EGG	Trick
LV5	Double Team	TM	Giga Drain	TM	Fling	EGG	Baton Pass
LV9	Confuse Ray	TM	Silver Wind	TM	Sleep Talk	EGG	Bug Buzz
LV13	Moonlight	TM	Endure	TM	Rest		
LV17	Quick Attack	TM	Psych Up	TM	Roost		
LV21	Tail Glow	TM	Natural Gift	TM	Light Screen		
LV25	Signal Beam	TM	Shadow Ball	TM	Secret Power		
LV29	Protect	TM	Thunderbolt	TM	Flash		
LV33	Helping Hand	TM	Vacuum-Cut	TM	Protect		
LV37	Zen Headbutt	TM	Wide Slash	TM	Substitute		
LV41	Bug Buzz	TM	SolarBeam	TM	Water Pulse		
LV45	Double-Edge	TM	Charge Beam	TM	Hidden Power		
TM	Swagger	TM	Aerial Ace	TM	Attract		
TM	Return	TM	Shock Wave	TM	Frustration		
TM	Thunder	TM	Thunder Wave	TM	Captivate		
TM	Facade	TM	Toxic	EGG	Encore		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	36	12	8	11	9	0
10	45	19	13	21	14	1695
20	64	35	28	31	27	38169
30	84	55	40	41	42	119387
40	104	66	46	51	49	294246
50	124	71	51	61	54	571912
60	142	77	57	71	59	957407
70	152	87	67	81	69	1347785
80	162	97	77	91	79	1738941
90	172	107	87	101	89	2130876
100	182	117	97	111	99	2523636

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Neon Scarf	TYPE	Guard Gem
			Defend Globe
EVOLUTION			
TYPE	Green Silk		
	Wonder Dust		

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No.100 Ball — Unknown



Voltorb



TYPE: ELECTRIC

ABILITY: Soundproof / Static

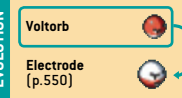
FAVORITE GUMMI: Yellow Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	☆☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	58

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Concealed Ruins B1–B15F
- ♥ World Abyss B1–B15F
- ● Zero Isle East B3–B5F
- ● Zero Isle West B1–B5F
- ● Zero Isle South B25–B28F
- ● Destiny Tower 25–28F

EVOLUTION



MOVE LIST

LV1	Charge	TM	Thunder	TM	Light Screen		
LV5	Tackle	TM	Facade	TM	Secret Power		
LV8	SonicBoom	TM	Endure	TM	Flash		
LV12	Spark	TM	Natural Gift	TM	Protect		
LV15	Rollout	TM	Gyro Ball	TM	Substitute		
LV19	Screech	TM	Thunderbolt	TM	Hidden Power		
LV22	Light Screen	TM	Vacuum-Cut	TM	Frustration		
LV26	Charge Beam	TM	Wide Slash				
LV29	Selfdestruct	TM	Explosion				
LV33	Swift	TM	Charge Beam				
LV36	Magnet Rise	TM	Taunt				
LV40	Gyro Ball	TM	Shock Wave				
LV43	Explosion	TM	Thunder Wave				
LV47	Mirror Coat	TM	Toxic				
TM	Torment	TM	Thief				
TM	Swagger	TM	Sleep Talk				
TM	Return	TM	Rest				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	18	11	5	11	5	0
10	36	20	14	22	13	1586
20	56	30	24	32	23	35701
30	85	40	30	42	33	111667
40	108	50	36	52	43	275220
50	118	56	44	61	53	534931
60	128	62	54	66	63	895500
70	138	72	64	76	73	1260635
80	148	82	74	86	83	1626499
90	158	92	84	96	93	1993090
100	168	102	94	106	103	2360454

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Ball Scarf	TYPE	Thunder Gem
			Volt Globe
EVOLUTION	Electro-Bow		
TYPE	Yellow Silk		
	Thunder Dust		

No.37 Fox — ♂♀ Forms

HERO / PARTNER



Vulpix

FOOTPRINT



TYPE: FIRE

ABILITY: Flash Fire

FAVORITE GUMMI: Red Gummi

TERRAIN	Lava
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	21
BASE EXP.	60

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Sky Stairway 1–49F
- ● Inferno Cave B1–B29F
- ● Zero Isle North B11–B15F
- ● Zero Isle East B11–B15F
- ● Zero Isle West B11–B15F

EVOLUTION



MOVE LIST

LV1	Ember	TM	Dig	TM	Rest	EGG	Howl
LV4	Tail Whip	TM	Swagger	TM	Secret Power	EGG	Heat Wave
LV7	Roar	TM	Overheat	TM	Roar	EGG	Flare Blitz
LV11	Quick Attack	TM	Will-O-Wisp	TM	Protect	(*1)	Faint Attack
LV14	Will-O-Wisp	TM	Return	TM	Substitute		
LV17	Confuse Ray	TM	Flamethrower	TM	Hidden Power		
LV21	Imprison	TM	Facade	TM	Attract		
LV24	Flamethrower	TM	Endure	TM	Frustration		
LV27	Safeguard	TM	Psych Up	TM	Captivate		
LV31	Payback	TM	Natural Gift	EGG	Spite		
LV34	Fire Spin	TM	Payback	EGG	Energy Ball		
LV37	Captivate	TM	Vacuum-Cut	EGG	Disable		
LV41	Grudge	TM	Safeguard	EGG	Hypnosis		
LV44	Extrasensory	TM	Wide Slash	EGG	Psych Up		
LV47	Fire Blast	TM	Fire Blast	EGG	Flail		
TM	Iron Tail	TM	Toxic	EGG	Extrasensory		
TM	Dark Pulse	TM	Sleep Talk	EGG	Faint Attack		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	4	4	4	4	0
10	46	20	18	20	18	1601
20	70	39	38	40	38	36042
30	94	49	58	52	52	112733
40	114	57	62	57	56	277847
50	119	62	66	60	59	540038
60	124	68	72	64	66	904049
70	134	78	82	74	76	1272669
80	144	88	92	84	86	1642025
90	154	98	102	94	96	2012117
100	164	108	112	104	106	2382987

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Vulpix Tail	TYPE	Fiery Gem
	Vulpix Card		Fiery Globe
	Vulpix Tag		
EVOLUTION	Glowing Bow		
	Nine-Hair		
	Nine-Card		
	Nine-Seal		
TYPE	Afire Collar		
	Red Silk		
	Fire Dust		

*1. Knows this move if it's the hero or partner; cannot remember this move once it is forgotten

No.320 Ball Whale — ♂♀ Forms



Wailmer



TYPE: WATER

ABILITY: Water Veil / Oblivious

FAVORITE GUMMI: Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	40
BASE EXP.	129

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Surrounded Sea B1–B15F
- ♥ Miracle Sea B1F–Deep B3F
- ♥ Bottomless Sea B1–B25F
- ● Treacherous Waters B1–B15F
- ● Zero Isle North B6–B10F
- ● Zero Isle East B6–B10F
- ● Zero Isle West B6–B10F
- ● Zero Isle Center B1–B7F

EVOLUTION



MOVE LIST

LV1	Splash	TM	Facade	TM	Hidden Power	EGG	Body Slam
LV4	Growl	TM	Endure	TM	Attract	EGG	Curse
LV7	Water Gun	TM	Brine	TM	Frustration	EGG	Defense Curl
LV11	Rollout	TM	Earthquake	TM	Captivate		
LV14	Whirlpool	TM	Natural Gift	TM	Avalanche		
LV17	Astonish	TM	Vacuum-Cut	TM	Ice Beam		
LV21	Water Pulse	TM	Wide Slash	HM	Rock Smash		
LV24	Mist	TM	Dive	HM	Strength		
LV27	Rest	TM	Toxic	HM	Waterfall		
LV31	Brine	TM	Sleep Talk	HM	Surf		
LV34	Water Spout	TM	Rest	EGG	Thrash		
LV37	Amnesia	TM	Secret Power	EGG	Swagger		
LV41	Dive	TM	Blizzard	EGG	Snore		
LV44	Bounce	TM	Roar	EGG	Tickle		
LV47	Hydro Pump	TM	Protect	EGG	Fissure		
TM	Swagger	TM	Substitute	EGG	Double-Edge		
TM	Return	TM	Water Pulse	EGG	Sleep Talk		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	50	10	10	10	10	0
10	77	14	13	13	13	1837
20	107	23	17	23	16	41363
30	140	45	30	45	30	129377
40	163	62	41	62	42	318868
50	168	67	45	65	45	619768
60	173	73	49	69	49	1037520
70	183	83	59	79	59	1460563
80	193	93	69	89	69	1884450
90	203	103	79	99	79	2309180
100	213	113	89	109	89	2734805

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Spout Scarf	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Huge Bow		
TYPE	Blue Silk		
	Water Dust		

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No.321 Wailord ♂♀ Forms 0



TYPE	ABILITY	FAVORITE GUMMI
WATER	Water Veil Oblivious	Blue Gummi

TERRAIN	Water
SIZE	★★★★
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	140%
DAMAGE DEALT BY SIZEBUST ORB	167
BASE EXP.	153

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Surrounded Sea B16F
- ♥ Bottomless Sea B26F

EVOLUTION
- Wailmer → Lv40 → Wailord

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	15	13	15	13	0
10	67	19	16	18	16	1837
20	97	28	20	28	19	41363
30	130	50	33	50	33	129377
40	153	67	44	67	45	318868
50	158	72	48	70	48	619768
60	163	78	52	74	52	1037520
70	173	88	62	84	62	1460563
80	183	98	72	94	72	1884450
90	193	108	82	104	82	2309180
100	203	118	92	114	92	2734805

MOVE LIST

LV1	Rollout	LV62	Hydro Pump	TM	Blizzard		
LV1	Growl	TM	Swagger	TM	Roar		
LV1	Splash	TM	Return	TM	Protect		
LV1	Water Gun	TM	Facade	TM	Substitute		
LV4	Growl	TM	Giga Impact	TM	Water Pulse		
LV7	Water Gun	TM	Endure	TM	Hidden Power		
LV11	Rollout	TM	Brine	TM	Attract		
LV14	Whirlpool	TM	Earthquake	TM	Frustration		
LV17	Astonish	TM	Natural Gift	TM	Captivate		
LV21	Water Pulse	TM	Vacuum-Cut	TM	Avalanche		
LV24	Mist	TM	Wide Slash	TM	Ice Beam		
LV27	Rest	TM	Dive	HM	Rock Smash		
LV31	Brine	TM	Toxic	HM	Strength		
LV34	Water Spout	TM	Sleep Talk	HM	Waterfall		
LV37	Amnesia	TM	Rest	HM	Surf		
LV46	Dive	TM	Hyper Beam				
LV54	Bounce	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Huge Bow	TYPE	Aqua Gem
			Aqua Globe
EVOLUTION	Spout Scarf		
TYPE	Blue Silk		
	Water Dust		



No.365 Walrein ♂♀ Forms 1



TYPE	ABILITY	FAVORITE GUMMI
ICE / WATER	Thick Fat Ice Body	Clear Gummi Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	130%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	95

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Lower Brine Cave B2–B5F
- ● Treacherous Waters B16–B19F
- ● Zero Isle North B41–B49F
- ● Zero Isle Center B14–B16F
- ● Destiny Tower 69–70F

EVOLUTION
- Spheal (p.648) → Lv32 → Sealeo (p.635) → Lv44 → Walrein

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	5	10	5	10	0
10	34	12	16	12	16	1466
20	53	28	25	28	25	33002
30	73	40	29	39	29	103225
40	84	50	38	49	38	254414
50	99	62	50	62	51	494492
60	104	68	56	67	56	827803
70	114	78	66	77	66	1165335
80	124	88	76	87	76	1503541
90	134	98	86	97	86	1842420
100	144	108	96	107	96	2182012

MOVE LIST

LV1	Encore	TM	Swagger	TM	Roar		
LV1	Crunch	TM	Rock Slide	TM	Protect		
LV1	Powder Snow	TM	Return	TM	Substitute		
LV1	Growl	TM	Facade	TM	Water Pulse		
LV2	Water Gun	TM	Giga Impact	TM	Hidden Power		
LV7	Encore	TM	Endure	TM	Attract		
LV13	Ice Ball	TM	Brine	TM	Frustration		
LV19	Body Slam	TM	Earthquake	TM	Captivate		
LV25	Aurora Beam	TM	Natural Gift	TM	Avalanche		
LV31	Hail	TM	Vacuum-Cut	TM	Ice Beam		
LV32	Swagger	TM	Wide Slash	HM	Rock Smash		
LV39	Snore	TM	Toxic	HM	Strength		
LV39	Rest	TM	Sleep Talk	HM	Waterfall		
LV44	Ice Fang	TM	Rest	HM	Surf		
LV52	Blizzard	TM	Hyper Beam				
LV65	Sheer Cold	TM	Secret Power				
TM	Iron Tail	TM	Blizzard				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Walrein Torc	TYPE	Icy Gem
			Icy Globe
			Blue Silk
			Water Dust
EVOLUTION	Sleet Bow		Aqua Gem
	Safe Scarf		Aqua Globe
TYPE	Clear Silk		
	Icy Dust		



No.8 Turtle ♂♀ Forms 0

FOOTPRINT



TYPE	ABILITY	FAVORITE GUMMI
WATER	Torrent	Blue Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	68

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION
- ♥ Lake Afar B9–B16F
- ● Zero Isle North B16–B20F
- ● Zero Isle East B14–B18F
- ● Zero Isle West B16–B20F

EVOLUTION
- Squirtle (p.649) → Lv16 → Wartortle → Lv36 → Blastoise (p.522)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	30	3	3	3	3	0
10	53	17	21	17	21	1716
20	78	34	38	34	38	38629
30	102	50	50	50	50	120824
40	116	60	60	60	60	297790
50	126	70	69	70	69	578799
60	136	80	70	80	70	968936
70	146	90	80	90	80	1364014
80	156	100	90	100	90	1759881
90	166	110	100	110	100	2156535
100	176	120	110	120	110	2554025

MOVE LIST

LV1	Bubble	TM	Dig	TM	Blizzard		
LV1	Tail Whip	TM	Swagger	TM	Protect		
LV1	Tackle	TM	Return	TM	Substitute		
LV4	Tail Whip	TM	Facade	TM	Water Pulse		
LV7	Bubble	TM	Brick Break	TM	Hidden Power		
LV10	Withdraw	TM	Focus Punch	TM	Attract		
LV13	Water Gun	TM	Endure	TM	Frustration		
LV16	Bite	TM	Brine	TM	Captivate		
LV20	Rapid Spin	TM	Natural Gift	TM	Ice Beam		
LV24	Protect	TM	Gyro Ball	HM	Rock Smash		
LV28	Water Pulse	TM	Vacuum-Cut	HM	Strength		
LV32	Aqua Tail	TM	Wide Slash	HM	Waterfall		
LV36	Skull Bash	TM	Toxic	HM	Surf		
LV40	Iron Defense	TM	Fling				
LV44	Rain Dance	TM	Sleep Talk				
LV48	Hydro Pump	TM	Rest				
TM	Iron Tail	TM	Secret Power				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wartor-Claw		Blasto-Seal
	Wartor-Fang		Hydro Band
	Wartor-Crest	TYPE	Blue Silk
	BubbleBangle		Water Dust
EVOLUTION	Squirt-Foam		Aqua Gem
	Squirt-Card		Aqua Globe
	Water-Guard		
	Aqua Tie		
	Blasto-Claw		
	Blasto-Card		

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No.461 Sharp Claw ♂♀ Forms



Weavile

♥ 0

TYPE DARK / ICE

ABILITY Pressure

FAVORITE GUMMI Black Gummi, Clear Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

DAMAGE DEALT BY SIZEBUST ORB 52

BASE EXP. 94

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle South B39–B44F
- ● Zero Isle Center B14–B16F
- ● Destiny Tower 39–44F
- ■ Limestone Cavern Depths (Deep B6F)

EVOLUTION
Sneasel (p.645) → Weavile — Razor Claw & Lunar Ribbon

MOVE LIST

LV1	Embargo	TM	Iron Tail	TM	Shadow Claw	TM	Substitute
LV1	Assurance	TM	Dark Pulse	TM	Shadow Ball	TM	False Swipe
LV1	Scratch	TM	Dig	TM	Vacuum-Cut	TM	Calm Mind
LV1	Revenge	TM	Torment	TM	Wide Slash	TM	Hidden Power
LV2	Taunt	TM	Swagger	TM	Taunt	TM	Attract
LV5	Quick Attack	TM	Return	TM	Aerial Ace	TM	Frustration
LV7	Leer	TM	Facade	TM	Swords Dance	TM	Captivate
LV8	Quick Attack	TM	Brick Break	TM	Poison Jab	TM	Avalanche
LV10	Screech	TM	Focus Blast	TM	Toxic	TM	Dream Eater
LV14	Faint Attack	TM	Focus Punch	TM	Thief	TM	Ice Beam
LV21	Fury Swipes	TM	Giga Impact	TM	Fling	HM	Cut
LV24	Nasty Plot	TM	Endure	TM	Sleep Talk	HM	Rock Smash
LV28	Icy Wind	TM	Embargo	TM	Rest	HM	Strength
LV35	Night Slash	TM	Psych Up	TM	Hyper Beam	HM	Surf
LV38	Fling	TM	X-Scissor	TM	Secret Power		
LV42	Metal Claw	TM	Natural Gift	TM	Blizzard		
LV49	Dark Pulse	TM	Payback	TM	Protect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	27	14	8	10	10	0
10	42	30	19	23	17	1648
20	62	43	30	35	33	37099
30	82	53	40	45	48	116041
40	102	63	50	55	55	286001
50	112	73	60	62	62	555887
60	117	83	70	69	69	930580
70	127	93	80	79	79	1310019
80	137	103	90	89	89	1690215
90	147	113	100	99	99	2071167
100	157	123	110	109	109	2452922

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Weavile Claw	TYPE	Dark Gem
	Weavile Fang		Dusk Globe
EVOLUTION	Vile Tag		Clear Silk
	Ruin Armlet		Icy Dust
	Sneasel Claw		Icy Gem
	Sneasel Card		Icy Globe
	Dusk Jewel		
	Cruel Ring		
TYPE	Black Silk		
	Dark Dust		

See p.683 for its stats when it appears as a dungeon boss



No.13 Hairy Bug ♂♀ Forms



Weedle

♥ 5

TYPE BUG / POISON

ABILITY Shield Dust

FAVORITE GUMMI Green Gummi, Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 13

BASE EXP. 29

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Apple Woods 4–9F
- ● Zero Isle South B10–B14F
- ■ Murky Forest 3–7F

EVOLUTION
Weedle → (Lv7) Kakuna (p.578) → (Lv10) Beedrill (p.520)

MOVE LIST

LV1	String Shot						
LV1	Poison Sting						
LV15	Bug Bite						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	25	13	7	13	7	0
10	34	20	12	20	12	1200
20	44	30	17	30	17	27016
30	54	40	21	40	21	84502
40	64	49	27	50	28	208268
50	69	54	32	55	33	404800
60	74	60	38	60	38	677654
70	84	70	48	70	48	953964
80	94	80	58	80	58	1230825
90	104	90	68	90	68	1508237
100	114	100	78	100	78	1786233

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Weedle Bow	TYPE	Guard Gem
			Defend Globe
			Pink Silk
			Poison Dust
EVOLUTION	Kakuna Scarf		Poison Gem
	Charge Scarf		Poison Globe
TYPE	Green Silk		
	Wonder Dust		



No.70 Flycatcher ♂♀ Forms



Weepinbell

♥ 0

TYPE GRASS / POISON

ABILITY Chlorophyll

FAVORITE GUMMI Grass Gummi, Pink Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 23

BASE EXP. 22

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Mystifying Forest Clearing 1–3F
- ♥ Sky Peak 1st Station Pass 1F–Sky Peak 6th Station Pass 1–3F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle North B61–B74F
- ● Zero Isle South B8–B10F
- ● Destiny Tower 8–10F

EVOLUTION
Bellsprout (p.521) → (Lv21) Weepinbell → (Leaf Stone) Victreebel (p.666)

MOVE LIST

LV1	Growth	TM	Return	TM	Sludge Bomb		
LV1	Vine Whip	TM	Facade	TM	Protect		
LV1	Wrap	TM	Giga Drain	TM	Substitute		
LV7	Growth	TM	Grass Knot	TM	Hidden Power		
LV11	Wrap	TM	Endure	TM	Attract		
LV13	Sleep Powder	TM	Natural Gift	TM	Frustration		
LV15	PoisonPowder	TM	Vacuum-Cut	TM	Captivate		
LV17	Stun Spore	TM	Wide Slash	HM	Cut		
LV23	Acid	TM	SolarBeam				
LV27	Knock Off	TM	Bullet Seed				
LV29	Sweet Scent	TM	Swords Dance				
LV35	Gastro Acid	TM	Toxic				
LV39	Razor Leaf	TM	Thief				
LV41	Slam	TM	Sleep Talk				
LV47	Wring Out	TM	Rest				
TM	Swagger	TM	Secret Power				
TM	Energy Ball	TM	Flash				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	16	8	6	11	7	0
10	21	12	9	14	10	886
20	26	17	13	17	13	19953
30	31	22	16	20	17	62412
40	36	27	19	24	20	153823
50	41	32	23	27	23	298979
60	46	38	27	31	27	500505
70	56	48	37	41	37	704583
80	66	58	47	51	47	909069
90	76	68	57	61	57	1113961
100	86	78	67	71	67	1319285

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Digest Scarf	TYPE	Grass Gem
			Soothe Globe
			Pink Silk
			Poison Dust
EVOLUTION	Bell-Bow		Poison Gem
	Victree-Torc		Poison Globe
TYPE	Grass Silk		
	Grass Dust		

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No.110 Poison Gas ♂♀ Forms



Weezing

♥ 0

TYPE POISON

ABILITY Levitate

FAVORITE GUMMI Pink Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	55
BASE EXP.	76

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Concealed Ruins B1–B29F
- ♥ World Abyss B1–B29F
- ● Zero Isle North B31–B35F
- ● Zero Isle East B33–B39F
- ● Zero Isle West B31–B35F
- ● Zero Isle South B86–B98F
- ● Zero Isle Center B38–B40F
- ■ Icicle Forest 1–10F

EVOLUTION

Koffing (p.580) → Lv35 → Weezing

MOVE LIST

LV1	SmokeScreen	TM	Swagger	TM	Fire Blast	TM	Captivate
LV1	Smog	TM	Will-O-Wisp	TM	Taunt		
LV1	Tackle	TM	Return	TM	Shock Wave		
LV1	Poison Gas	TM	Flamethrower	TM	Toxic		
LV6	Smog	TM	Thunder	TM	Thief		
LV10	SmokeScreen	TM	Facade	TM	Sleep Talk		
LV15	Assurance	TM	Giga Impact	TM	Rest		
LV19	Selfdestruct	TM	Endure	TM	Hyper Beam		
LV24	Sludge	TM	Natural Gift	TM	Secret Power		
LV28	Haze	TM	Payback	TM	Flash		
LV33	Double Hit	TM	Gyro Ball	TM	Sludge Bomb		
LV40	Explosion	TM	Shadow Ball	TM	Protect		
LV48	Sludge Bomb	TM	Thunderbolt	TM	Substitute		
LV55	Destiny Bond	TM	Vacuum-Cut	TM	Hidden Power		
LV63	Memento	TM	Wide Slash	TM	Attract		
TM	Dark Pulse	TM	Explosion	TM	Frustration		
TM	Toment						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	52	22	10	23	10	0
10	70	29	15	30	15	1604
20	80	39	20	40	20	35557
30	90	49	30	50	30	111124
40	106	58	46	60	46	273785
50	123	63	56	65	56	532061
60	133	69	66	70	66	890627
70	143	79	76	80	76	1253732
80	153	89	86	90	86	1617563
90	163	99	96	100	96	1982117
100	173	109	106	110	106	2347439

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Weez-Scarf	TYPE	Poison Gem
			Poison Globe
EVOLUTION	Koffing Bow		
TYPE	Pink Silk		
	Poison Dust		



No.340 Whiskers ♂♀ Forms



Whiscash

♥ 1

TYPE WATER GROUND

ABILITY Oblivious Anticipation

FAVORITE GUMMI Blue Gummi, Brown Gummi

TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	38
BASE EXP.	38

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ♥ Waterfall Cave B5–B8F
- ● Destiny Tower 3–5F
- ■ Eastern Cave B1–B10F

EVOLUTION

Barboach (p.518) → Lv30 → Whiscash

MOVE LIST

LV1	Tickle	LV57	Fissure	TM	Blizzard		
LV1	Mud Sport	TM	Swagger	TM	Protect		
LV1	Mud-Slap	TM	Rock Slide	TM	Substitute		
LV1	Water Sport	TM	Return	TM	Water Pulse		
LV2	Zen Headbutt	TM	Facade	TM	Hidden Power		
LV6	Mud Sport	TM	Giga Impact	TM	Attract		
LV6	Water Sport	TM	Endure	TM	Frustration		
LV10	Water Gun	TM	Earthquake	TM	Captivate		
LV14	Mud Bomb	TM	Natural Gift	TM	Ice Beam		
LV18	Amnesia	TM	Vacuum-Cut	HM	Rock Smash		
LV22	Water Pulse	TM	Wide Slash	HM	Strength		
LV26	Magnitude	TM	Stone Edge	HM	Waterfall		
LV33	Snore	TM	Toxic	HM	Surf		
LV33	Rest	TM	Sleep Talk				
LV39	Aqua Tail	TM	Rest				
LV45	Earthquake	TM	Hyper Beam				
LV51	Future Sight	TM	Secret Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	8	0	11	2	0
10	29	17	9	17	8	1486
20	45	33	25	32	23	33446
30	65	47	39	46	37	104614
40	75	55	48	53	43	257836
50	85	65	58	63	53	501144
60	95	75	68	73	63	838938
70	105	85	78	83	73	1181011
80	115	95	88	93	83	1523766
90	125	105	98	103	93	1867203
100	135	115	108	113	103	2211363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Whiscash Bow	TYPE	Aqua Gem
			Aqua Globe
			Brown Silk
			Ground Dust
EVOLUTION	Soak Scarf		Earth Gem
			Terra Globe
TYPE	Blue Silk		
	Water Dust		



No.293 Whisper ♂♀ Forms



Whismur

♥ 5

FOOTPRINT

TYPE NORMAL

ABILITY Soundproof

FAVORITE GUMMI White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	26
BASE EXP.	71

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

LOCATION

- ● The Nightmare B1–B17F
- ♥ Marine Resort 1–18F

EVOLUTION

Whismur → Lv20 → Loudred (p.587) → Lv40 → Exploud (p.552)

MOVE LIST

LV1	Pound	TM	Shadow Ball	TM	Attract		
LV5	Uproar	TM	Vacuum-Cut	TM	Frustration		
LV11	Astonish	TM	Wide Slash	TM	Captivate		
LV15	Howl	TM	SolarBeam	TM	Ice Beam		
LV21	Supersonic	TM	Fire Blast	EGG	Swagger		
LV25	Stomp	TM	Shock Wave	EGG	Snore		
LV31	Screech	TM	Toxic	EGG	SmokeScreen		
LV35	Roar	TM	Fling	EGG	Endeavor		
LV41	Sleep Talk	TM	Sleep Talk	EGG	SmellingSalt		
LV41	Rest	TM	Rest	EGG	Extrasensory		
LV45	Hyper Voice	TM	Secret Power	EGG	Take Down		
TM	Swagger	TM	Blizzard				
TM	Return	TM	Roar				
TM	Flamethrower	TM	Protect				
TM	Facade	TM	Substitute				
TM	Endure	TM	Water Pulse				
TM	Natural Gift	TM	Hidden Power				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	15	5	10	3	5	0
10	42	27	28	21	23	1617
20	70	46	43	38	38	36399
30	90	56	47	48	42	113851
40	110	63	50	58	45	280603
50	126	68	54	66	48	545394
60	131	74	58	70	52	913015
70	141	84	68	80	62	1285292
80	151	94	78	90	72	1658312
90	161	104	88	100	82	2032074
100	171	114	98	110	92	2406623

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Good Earring	TYPE	White Gem
			Joy Globe
EVOLUTION	Nice Bangle		
	Great Torc		
TYPE	White Silk		
	Normal Dust		

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No.40 Balloon ♂♀ Forms



Wigglytuff

♥ 0

TYPE NORMAL

ABILITY Cute Charm

FAVORITE GUMMI White Gummi

LOCATION
- ● Mystifying Forest Clearing (14F)
- ● The Nightmare B13–B17F
- ♥ Marine Resort 10–18F

EVOLUTION


Igglybuff (p.574)


Jigglypuff (p.575)

IQ of over ★2–2.5

Moon Stone


Wigglytuff

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	34
BASE EXP.	87

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Sing	TM	Psych Up	TM	Sleep Talk	TM	Ice Beam
LV1	DoubleSlap	TM	Natural Gift	TM	Rest	HM	Strength
LV1	Disable	TM	Gyro Ball	TM	Hyper Beam		
LV1	Defense Curl	TM	Shadow Ball	TM	Light Screen		
TM	Dig	TM	Thunderbolt	TM	Secret Power		
TM	Swagger	TM	Vacuum-Cut	TM	Blizzard		
TM	Return	TM	Safeguard	TM	Flash		
TM	Flamethrower	TM	Wide Slash	TM	Protect		
TM	Thunder	TM	Stealth Rock	TM	Substitute		
TM	Facade	TM	SolarBeam	TM	Water Pulse		
TM	Brick Break	TM	Fire Blast	TM	Hidden Power		
TM	Focus Blast	TM	Charge Beam	TM	Attract		
TM	Focus Punch	TM	Shock Wave	TM	Frustration		
TM	Giga Impact	TM	Thunder Wave	TM	Captivate		
TM	Grass Knot	TM	Toxic	TM	Dream Eater		
TM	Endure	TM	Drain Punch	TM	Recycle		
TM	Psychic	TM	Fling	TM	Reflect		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	22	17	6	18	6	0
10	27	21	9	21	9	1518
20	52	38	26	37	26	34183
30	89	54	39	60	41	106918
40	107	59	42	64	45	263515
50	112	64	46	67	48	512181
60	117	70	50	71	52	857414
70	127	80	60	81	62	1207020
80	137	90	70	91	72	1557324
90	147	100	80	101	82	1908324
100	157	110	90	111	92	2260064

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wiggly-Hair		Slumber Rock
	Wiggly-Card		Snooze Ring
	Buddy Rock	TYPE	White Silk
	Friend Torc		Normal Dust
EVOLUTION	Iggly-Dew		White Gem
	Iggly-Card		Joy Globe
	Bouncy Charm		
	Pretty Bow		
	Jiggly-Song		
	Jiggly-Card		

See p.682 for its stats when it appears as a dungeon boss; see p.683 for its stats as an ally



No.278 Seagull ♂♀ Forms



Wingull

♥ 4

TYPE WATER / FLYING

ABILITY Keen Eye

FAVORITE GUMMI Blue Gummi, Sky Gummi

LOCATION
- ● Side Path B1–B5F
- ♥ Craggy Coast B1–B9F
- ♥ Marine Resort 1–18F

EVOLUTION


Wingull

Lv25


Pelipper (p.614)

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	53

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Growl	TM	Natural Gift	TM	Water Pulse		
LV1	Water Gun	TM	Vacuum-Cut	TM	Hidden Power		
LV6	Supersonic	TM	Wide Slash	TM	Attract		
LV11	Wing Attack	TM	Pluck	TM	Frustration		
LV16	Mist	TM	Aerial Ace	TM	Captivate		
LV19	Water Pulse	TM	Shock Wave	TM	Ice Beam		
LV24	Quick Attack	TM	Toxic	HM	Defog		
LV29	Roost	TM	Thief	HM	Fly		
LV34	Pursuit	TM	U-turn	EGG	Aqua Ring		
LV37	Agility	TM	Sleep Talk	EGG	Gust		
LV42	Aerial Ace	TM	Rest	EGG	Agility		
LV47	Air Slash	TM	Steel Wing	EGG	Mist		
TM	Swagger	TM	Roost	EGG	Twister		
TM	Return	TM	Secret Power	EGG	Knock Off		
TM	Facade	TM	Blizzard	EGG	Water Sport		
TM	Endure	TM	Protect				
TM	Brine	TM	Substitute				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	17	9	5	9	0	0
10	28	17	10	17	8	1590
20	52	35	25	35	23	35790
30	82	45	35	41	33	111946
40	101	55	45	51	43	275909
50	111	65	55	61	53	536270
60	121	75	65	71	63	897742
70	131	85	75	81	73	1263791
80	141	95	85	91	83	1630570
90	151	105	95	101	93	1998080
100	161	115	105	111	103	2366363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wingull Bow		Aqua Gem
			Aqua Globe
		TYPE	Sky Silk
			Sky Dust
EVOLUTION	Stock Scarf		Sky Gem
			Sky Globe
TYPE	Blue Silk		
	Water Dust		



No.202 Patient ♂♀ Forms



Wobbuffet

♥ 0

TYPE PSYCHIC

ABILITY Shadow Tag

FAVORITE GUMMI Gold Gummi

LOCATION
- ● The Nightmare B1–B17F
- ♥ Marine Resort 1–18F
- ● Zero Isle North B23–B28F
- ● Zero Isle West B26–B30F
- ● Zero Isle South B9–B11F
- ● Destiny Tower 9–11F

EVOLUTION


Wynaut (p.674)

Lv15


Wobbuffet

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	70%
DAMAGE DEALT BY SIZEBUST ORB	30
BASE EXP.	33

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

MOVE LIST

LV1	Counter						
LV1	Safeguard						
LV1	Destiny Bond						
LV1	Mirror Coat						
TM	Safeguard						

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	35	6	10	6	10	0
10	62	15	16	15	15	1734
20	90	25	22	25	22	39029
30	110	35	32	35	32	122078
40	130	42	42	40	42	300879
50	146	47	52	43	52	584803
60	154	52	62	48	62	978988
70	164	62	72	58	72	1378164
80	174	72	82	68	82	1778137
90	184	82	92	78	92	2178906
100	194	92	102	88	102	2580519

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wobbu-Sweat	TYPE	Psyche Gem
	Wobbu-Card		Psyche Globe
	Endure Rock		
	Suffer Scarf		
EVOLUTION	Wynaut Tail		
	Wynaut Card		
	Grin Charm		
	Cheery Scarf		
TYPE	Gold Silk		
	Psyche Dust		

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No.194 Water Fish ♂♀ Forms

5

Wooper



TYPE	WATER / GROUND
ABILITY	Damp Water Absorb
FAVORITE GUMMI	Blue Gummi Brown Gummi
TERRAIN	Water
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	32

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Waterfall Cave B1–B8F
- ♥ Serenity River B1–B7F

EVOLUTION
- Wooper → (Lv20) → Quagsire (p.624)

MOVE LIST

LV1	Tail Whip	TM	Facade	TM	Attract
LV1	Water Gun	TM	Endure	TM	Frustration
LV5	Mud Sport	TM	Earthquake	TM	Captivate
LV9	Mud Shot	TM	Natural Gift	TM	Ice Beam
LV15	Slam	TM	Vacuum-Cut	HM	Rock Smash
LV19	Mud Bomb	TM	Wide Slash	HM	Waterfall
LV23	Amnesia	TM	Toxic	HM	Surf
LV29	Yawn	TM	Sleep Talk	EGG	Encore
LV33	Earthquake	TM	Rest	EGG	Counter
LV37	Rain Dance	TM	Secret Power	EGG	AncientPower
LV43	Haze	TM	Blizzard	EGG	Safeguard
LV43	Mist	TM	Flash	EGG	Mud Sport
LV47	Muddy Water	TM	Sludge Bomb	EGG	Double Kick
TM	Iron Tail	TM	Protect	EGG	Body Slam
TM	Dig	TM	Substitute	EGG	Curse
TM	Swagger	TM	Water Pulse		
TM	Return	TM	Hidden Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	23	17	7	17	7	0
10	35	23	13	23	13	1563
20	55	35	26	35	26	35187
30	82	52	43	52	43	110060
40	109	61	49	62	50	271260
50	114	66	54	67	55	527235
60	119	72	60	72	60	882616
70	129	82	70	82	70	1242498
80	139	92	80	92	80	1603097
90	149	102	90	102	90	1964415
100	159	112	100	112	100	2326493

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Wooper Bow	Aqua Gem
		Aqua Globe
		Brown Silk
		Ground Dust
EVOLUTION	Quag-Torc	Earth Gem
		Terra Globe
TYPE	Blue Silk	
	Water Dust	



No.413 Bagworm ♀ Forms

5

Wormadam (Plant Cloak)



TYPE	BUG / GRASS
ABILITY	Anticipation
FAVORITE GUMMI	Green Gummi Grass Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crystal Crossing B1–B8F
- ● Zero Isle South B63–B68F

EVOLUTION
- Burmy (p.525) → Burmy♀ & LV20 → Wormadam (Sandy Cloak)
- Burmy♀ & LV20 → Wormadam (Plant Cloak)
- Burmy♂ & LV20 → Mothim (p.604)
- Burmy♀ & LV20 → Wormadam (Trash Cloak) (p.674)

MOVE LIST

LV1	Tackle	TM	Giga Impact	TM	Rest
LV10	Protect	TM	Giga Drain	TM	Hyper Beam
LV15	Bug Bite	TM	Grass Knot	TM	Secret Power
LV20	Hidden Power	TM	Endure	TM	Flash
LV23	Confusion	TM	Psychic	TM	Protect
LV26	Razor Leaf	TM	Psych Up	TM	Substitute
LV29	Growth	TM	Natural Gift	TM	Hidden Power
LV32	Psybeam	TM	Shadow Ball	TM	Attract
LV35	Captivate	TM	Vacuum-Cut	TM	Frustration
LV38	Flail	TM	Safeguard	TM	Captivate
LV41	Attract	TM	Wide Slash	TM	Dream Eater
LV44	Psychic	TM	Skill Swap		
LV47	Leaf Storm	TM	SolarBeam		
TM	Swagger	TM	Bullet Seed		
TM	Energy Ball	TM	Toxic		
TM	Return	TM	Thief		
TM	Facade	TM	Sleep Talk		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	15	1	13	3	0
10	38	23	11	23	11	1599
20	49	29	16	28	17	35989
30	62	41	25	37	29	112567
40	88	59	42	54	47	277438
50	108	69	52	64	57	539243
60	127	80	61	73	68	902718
70	137	90	71	83	78	1270796
80	147	100	81	93	88	1639609
90	157	110	91	103	98	2009155
100	167	120	101	113	108	2379480

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Worma-Bow	Guard Gem
		Defend Globe
		Grass Silk
		Grass Dust
EVOLUTION	Straw Cape	Grass Gem
	Mothim Bow	Soothe Globe
TYPE	Green Silk	
	Wonder Dust	



No.413 Bagworm ♀ Forms

5

Wormadam (Sandy Cloak)



TYPE	BUG / GROUND
ABILITY	Anticipation
FAVORITE GUMMI	Green Gummi Brown Gummi
TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Crystal Cave B1–B11F
- ■ Upper Spring Cave B1–B4F

EVOLUTION
- Burmy (p.525) → Burmy♀ & LV20 → Wormadam (Sandy Cloak)
- Burmy♀ & LV20 → Wormadam (Plant Cloak)
- Burmy♂ & LV20 → Mothim (p.604)
- Burmy♀ & LV20 → Wormadam (Trash Cloak) (p.674)

MOVE LIST

LV1	Tackle	TM	Giga Impact	TM	Flash
LV10	Protect	TM	Endure	TM	Protect
LV15	Bug Bite	TM	Psychic	TM	Substitute
LV20	Hidden Power	TM	Psych Up	TM	Hidden Power
LV23	Confusion	TM	Earthquake	TM	Attract
LV26	Rock Blast	TM	Natural Gift	TM	Frustration
LV29	Harden	TM	Shadow Ball	TM	Captivate
LV32	Psybeam	TM	Vacuum-Cut	TM	Dream Eater
LV35	Captivate	TM	Safeguard		
LV38	Flail	TM	Wide Slash		
LV41	Attract	TM	Skill Swap		
LV44	Psychic	TM	Toxic		
LV47	Fissure	TM	Thief		
TM	Dig	TM	Sleep Talk		
TM	Swagger	TM	Rest		
TM	Return	TM	Hyper Beam		
TM	Facade	TM	Secret Power		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	15	1	13	3	0
10	38	23	11	23	11	1599
20	49	29	16	28	17	35989
30	62	41	25	37	29	112567
40	88	59	42	54	47	277438
50	108	69	52	64	57	539243
60	127	80	61	73	68	902718
70	137	90	71	83	78	1270796
80	147	100	81	93	88	1639609
90	157	110	91	103	98	2009155
100	167	120	101	113	108	2379480

EFFECTIVE EXCLUSIVE ITEMS

		TYPE
EXCLUSIVE	Worma-Bow	Guard Gem
		Defend Globe
		Brown Silk
		Ground Dust
EVOLUTION	Straw Cape	Earth Gem
	Mothim Bow	Terra Globe
TYPE	Green Silk	
	Wonder Dust	

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No.413 Bagworm ♀ Forms 5

Wormadam (Trash Cloak)



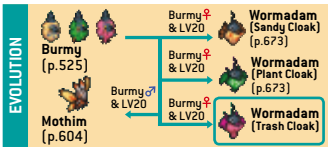
TYPE BUG / STEEL

ABILITY Anticipation

FAVORITE GUMMI Green Gummi, Silver Gummi

LOCATION
- ♥ Landslide Cave B1–B12F
- ● Destiny Tower 63–68F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	23
BASE EXP.	100

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	Tackle	TM	Endure	TM	Flash			
LV10	Protect	TM	Psychic	TM	Protect			
LV15	Bug Bite	TM	Psych Up	TM	Substitute			
LV20	Hidden Power	TM	Natural Gift	TM	Hidden Power			
LV23	Confusion	TM	Gyro Ball	TM	Attract			
LV26	Mirror Shot	TM	Shadow Ball	TM	Frustration			
LV29	Metal Sound	TM	Vacuum-Cut	TM	Captivate			
LV32	Psybeam	TM	Safeguard	TM	Dream Eater			
LV35	Captivate	TM	Wide Slash	TM	Flash Cannon			
LV38	Flail	TM	Skill Swap					
LV41	Attract	TM	Stealth Rock					
LV44	Psychic	TM	Toxic					
LV47	Iron Head	TM	Thief					
TM	Swagger	TM	Sleep Talk					
TM	Return	TM	Rest					
TM	Facade	TM	Hyper Beam					
TM	Giga Impact	TM	Secret Power					

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	15	1	13	3	0
10	38	23	11	23	11	1599
20	49	29	16	28	17	35989
30	62	41	25	37	29	112567
40	88	59	42	54	47	277438
50	108	69	52	64	57	539243
60	127	80	61	73	68	902718
70	137	90	71	83	78	1270796
80	147	100	81	93	88	1639609
90	157	110	91	103	98	2009155
100	167	120	101	113	108	2379480

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Worma-Bow	TYPE	Guard Gem
			Defend Globe
			Iron Silk
			Steel Dust
EVOLUTION	Straw Cape		Metal Gem
	Mothim Bow		Steel Globe
TYPE	Green Silk		
	Wonder Dust		

No.265 Worm ♂♀ Forms 4

Wurmple



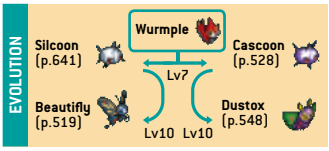
TYPE BUG

ABILITY Shield Dust

FAVORITE GUMMI Green Gummi

LOCATION
- ♥ Oran Forest 1–4F
- ♥ Mystifying Forest 1–13F
- ♥ Midnight Forest B1–B21F
- ♥ Mystery Jungle 1–29F
- ● Zero Isle South B2–B3F
- ■ Murky Forest 3–7F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	18
BASE EXP.	14

HOW TO RECRUIT: DEFEAT, MISSION, EGG, DRINK, EVOLUTION, OTHER

MOVE LIST

LV1	String Shot							
LV1	Tackle							
LV5	Poison Sting							
LV15	Bug Bite							
TM	Vacuum-Cut							
TM	Wide Slash							

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	10	4	5	6	5	0
10	17	13	10	13	10	1200
20	27	23	16	23	16	27018
30	37	33	26	33	26	84508
40	47	43	36	43	36	208283
50	57	53	46	53	46	404829
60	65	61	54	61	54	677703
70	75	71	64	71	64	954033
80	85	81	74	81	74	1230914
90	95	91	84	91	84	1508347
100	105	101	94	101	94	1786363

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wurmple Bow	TYPE	Guard Gem
			Defend Globe
EVOLUTION	Tough Scarf		
	Vivid Silk		
	Guard Bow		
	Dustox Bow		
TYPE	Green Silk		
	Wonder Dust		

No.360 Bright ♂♀ Forms 5

FOOTPRINT

Wynaut



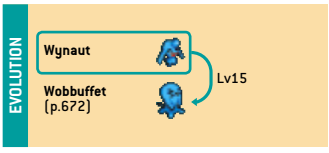
TYPE PSYCHIC

ABILITY Shadow Tag

FAVORITE GUMMI Gold Gummi

LOCATION
- ● The Nightmare B1–B12F
- ♥ Marine Resort 1–11F
- ● Zero Isle East B36–B39F

EVOLUTION



TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	40

HOW TO RECRUIT: DEFEAT, EGG, DRINK, MISSION, EVOLUTION, OTHER

MOVE LIST

LV1	Charm							
LV1	Encore							
LV1	Splash							
LV15	Counter							
LV15	Safeguard							
LV15	Destiny Bond							
LV15	Mirror Coat							
TM	Safeguard							

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	33	6	17	6	17	0
10	60	15	23	15	22	1734
20	88	25	29	25	29	39029
30	108	35	39	35	39	122078
40	128	42	49	40	49	300879
50	144	47	59	43	59	584803
60	152	52	69	48	69	978988
70	162	62	79	58	79	1378164
80	172	72	89	68	89	1778137
90	182	82	99	78	99	2178906
100	192	92	109	88	109	2580519

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Wynaut Tail	TYPE	Psyche Dust
	Wynaut Card		Psyche Gem
	Grin Charm		Psyche Globe
	Cheery Scarf		
	Laugh Dust		
EVOLUTION	Wobbu-Sweat		
	Wobbu-Card		
	Endure Rock		
	Suffer Scarf		
	Gold Silk		

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No.178 Mystic ♂♀ Forms



Xatu

♥ 0

TYPE PSYCHIC / FLYING

ABILITY Synchronize

FAVORITE GUMMI Gold Gummi, Sky Gummi

TERRAIN Regular

SIZE ★☆☆☆

SLEEP ☆☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 60%

DAMAGE DEALT BY SIZEBUST ORB 29

BASE EXP. 41

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Spacial Rift B1–B7F
- ● Southeastern Islands B1–B24F
- ● Zero Isle North B6–B10F
- ● Zero Isle West B6–B10F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	20	11	3	11	3	0
10	30	18	9	18	9	1583
20	48	29	18	29	18	35631
30	78	49	38	49	38	111449
40	102	67	56	68	57	274682
50	110	72	61	73	62	533887
60	115	78	67	78	67	893751
70	125	88	77	88	77	1258173
80	135	98	87	98	87	1623322
90	145	108	97	108	97	1989198
100	155	118	107	118	107	2355844

MOVE LIST

LV1	Peck	TM	Silver Wind	TM	Steel Wing		
LV1	Leer	TM	Grass Knot	TM	Roost		
LV6	Night Shade	TM	Endure	TM	Light Screen		
LV9	Teleport	TM	Psychic	TM	Secret Power		
LV12	Lucky Chant	TM	Psych Up	TM	Flash		
LV17	Miracle Eye	TM	Natural Gift	TM	Protect		
LV20	Me First	TM	Shadow Ball	TM	Substitute		
LV23	Confuse Ray	TM	Vacuum-Cut	TM	Calm Mind		
LV27	Tailwind	TM	Wide Slash	TM	Hidden Power		
LV30	Wish	TM	Skill Swap	TM	Attract		
LV37	Psycho Shift	TM	SolarBeam	TM	Frustration		
LV42	Future Sight	TM	Pluck	TM	Captivate		
LV47	Ominous Wind	TM	Aerial Ace	TM	Dream Eater		
LV54	Guard Swap	TM	Thunder Wave	TM	Reflect		
LV54	Power Swap	TM	Toxic	HM	Defog		
LV59	Psychic	TM	Trick Room	HM	Fly		
TM	Swagger	TM	Thief				
TM	Return	TM	U-turn				
TM	Facade	TM	Sleep Talk				
TM	Giga Impact	TM	Rest				
TM	Giga Drain	TM	Hyper Beam				

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Xatu Bow	TYPE	Psyche Gem
			Psyche Globe
			Sky Silk
			Sky Dust
EVOLUTION	Lively Scarf		Sky Gem
			Sky Globe
TYPE	Gold Silk		
	Psyche Dust		



No.193 Clear Wing ♂♀ Forms



Yanma

♥ 5

TYPE BUG / FLYING

ABILITY Speed Boost, CompoundEyes

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 80%

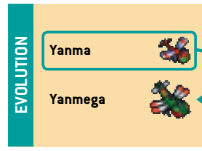
DAMAGE DEALT BY SIZEBUST ORB 26

BASE EXP. 74

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Steam Cave 1F–Upper1F
- ♥ Lush Prairie 1–5F
- ● Zero Isle East B2–B5F
- ● Zero Isle West B2–B5F
- ● Zero Isle South B26–B30F
- ● Destiny Tower 26–30F

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	38	12	10	13	10	0
10	47	19	15	20	15	1593
20	58	30	21	31	21	35856
30	85	50	41	51	41	112152
40	107	66	57	68	58	276416
50	112	71	62	73	63	537256
60	117	77	68	78	68	899392
70	127	87	78	88	78	1266114
80	137	97	88	98	88	1633568
90	147	107	98	108	98	2001754
100	157	117	108	118	108	2370714

MOVE LIST

LV1	Tackle	TM	Return	TM	Steel Wing	EGG	Faint Attack
LV1	Foresight	TM	Facade	TM	Roost	EGG	Feint
LV6	Quick Attack	TM	Giga Drain	TM	Secret Power	EGG	Whirlwind
LV11	Double Team	TM	Silver Wind	TM	Flash		
LV14	SonicBoom	TM	Endure	TM	Protect		
LV17	Detect	TM	Psychic	TM	Substitute		
LV22	Supersonic	TM	Natural Gift	TM	Hidden Power		
LV27	Uproar	TM	Shadow Ball	TM	Attract		
LV30	Pursuit	TM	Vacuum-Cut	TM	Frustration		
LV33	AncientPower	TM	Wide Slash	TM	Captivate		
LV38	Hypnosis	TM	SolarBeam	TM	Dream Eater		
LV43	Wing Attack	TM	Aerial Ace	HM	Defog		
LV46	Screech	TM	Toxic	EGG	Pursuit		
LV49	U-turn	TM	Thief	EGG	Reversal		
LV54	Air Slash	TM	U-turn	EGG	Leech Life		
LV57	Bug Buzz	TM	Sleep Talk	EGG	Silver Wind		
TM	Swagger	TM	Rest	EGG	Signal Beam		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Chitin Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Yanmega Bow		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		



No.469 Ogre Darner ♂♀ Forms



Yanmega

♥ 0

TYPE BUG / FLYING

ABILITY Speed Boost, Tinted Lens

FAVORITE GUMMI Green Gummi, Sky Gummi

TERRAIN Air

SIZE ★☆☆☆

SLEEP ★☆☆☆☆

EFFECTIVENESS OF LOW KICK OR GRASS KNOT 100%

DAMAGE DEALT BY SIZEBUST ORB 45

BASE EXP. 84

HOW TO RECRUIT
DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION
- ♥ Amp Plains 9F–Far4F
- ● Zero Isle North B1–B5F
- ■ Fortune Ravine Pit (Depths B7F)

EVOLUTION



LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	40	19	11	18	9	0
10	49	26	16	25	14	1593
20	60	37	22	36	20	35856
30	87	57	42	56	40	112152
40	109	73	58	73	57	276416
50	114	78	63	78	62	537256
60	119	84	69	83	67	899392
70	129	94	79	93	77	1266114
80	139	104	89	103	87	1633568
90	149	114	99	113	97	2001754
100	159	124	109	123	107	2370714

MOVE LIST

LV1	Double Team	LV46	U-turn	TM	Aerial Ace	TM	Dream Eater
LV1	Tackle	LV49	Air Slash	TM	Toxic	HM	Defog
LV1	Night Slash	LV54	Bug Buzz	TM	Thief		
LV1	Quick Attack	TM	Swagger	TM	U-turn		
LV2	Bug Bite	TM	Return	TM	Sleep Talk		
LV4	Foresight	TM	Facade	TM	Rest		
LV6	Quick Attack	TM	Giga Impact	TM	Hyper Beam		
LV11	Double Team	TM	Giga Drain	TM	Steel Wing		
LV14	SonicBoom	TM	Silver Wind	TM	Roost		
LV17	Detect	TM	Endure	TM	Secret Power		
LV22	Supersonic	TM	Psychic	TM	Flash		
LV27	Uproar	TM	Psych Up	TM	Protect		
LV30	Pursuit	TM	Natural Gift	TM	Substitute		
LV33	AncientPower	TM	Shadow Ball	TM	Hidden Power		
LV38	Feint	TM	Vacuum-Cut	TM	Attract		
LV38	Slash	TM	Wide Slash	TM	Frustration		
LV43	Screech	TM	SolarBeam	TM	Captivate		

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Yanmega Bow	TYPE	Guard Gem
			Defend Globe
			Sky Silk
			Sky Dust
EVOLUTION	Chitin Bow		Sky Gem
			Sky Globe
TYPE	Green Silk		
	Wonder Dust		

See p.683 for its stats when it appears as a dungeon boss

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No.335 Cat Ferret ♂♀ Forms

♥4

FOOTPRINT



Zangoose

LOCATION
- ♥ Crevice Cave B1F–Lower B4F
- ♥ Mt. Avalanche 1–19F
- ● Zero Isle North B31–B40F
- ● Zero Isle East B31–B39F
- ● Zero Isle West B31–B39F
- ● Zero Isle South B65–B70F
- ● Destiny Tower 65–70F

EVOLUTION



Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Immunity	White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	90%
DAMAGE DEALT BY SIZEBUST ORB	41
BASE EXP.	114

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Leer	TM	Facade	TM	Poison Jab	EGG	Counter
LV1	Scratch	TM	Brick Break	TM	Toxic	EGG	Razor Wind
LV5	Quick Attack	TM	Focus Blast	TM	Thief	EGG	Flail
LV9	Swords Dance	TM	Focus Punch	TM	Fling	EGG	Double Hit
LV14	Fury Cutter	TM	Giga Drain	TM	Sleep Talk	EGG	Night Slash
LV18	Slash	TM	Endure	TM	Rest	EGG	Double Kick
LV22	Pursuit	TM	Embargo	TM	Secret Power	EGG	Curse
LV27	Embargo	TM	X-Scissor	TM	Blizzard	EGG	Roar
LV31	Crush Claw	TM	Natural Gift	TM	Roar	EGG	Fury Swipes
LV35	Taunt	TM	Payback	TM	Protect	EGG	Metal Claw
LV40	Detect	TM	Shadow Claw	TM	Substitute		
LV44	False Swipe	TM	Shadow Ball	TM	Water Pulse		
LV48	X-Scissor	TM	Thunderbolt	TM	False Swipe		
LV53	Close Combat	TM	Vacuum-Cut	TM	Hidden Power		
TM	Iron Tail	TM	Wide Slash	TM	Attract		
TM	Dig	TM	SolarBeam	TM	Frustration		
TM	Swagger	TM	Fire Blast	TM	Captivate		
TM	Rock Slide	TM	Taunt	TM	Ice Beam		
TM	Return	TM	Aerial Ace	HM	Rock Smash		
TM	Flamethrower	TM	Swords Dance	HM	Strength		
TM	Thunder	TM	Shock Wave	HM	Rock Climb		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	46	12	8	12	10	0
10	64	25	18	26	18	1864
20	84	39	28	40	28	41957
30	104	49	38	50	38	131235
40	124	59	48	60	48	323448
50	144	69	58	70	58	628670
60	163	80	67	79	69	1052424
70	173	90	77	89	79	1481543
80	183	100	87	99	89	1911520
90	193	110	97	109	99	2342351
100	203	120	107	119	109	2774090

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Strong Sash	TYPE	White Gem
			Joy Globe
EVOLUTION			
TYPE	White Silk		
	Normal Dust		

No.145 Electric Unknown

♥5



Zapdos

LOCATION
- ♥ Amp Plains 7F
- * Does not appear when it is already a team member.

EVOLUTION



Does not evolve

TYPE	ABILITY	FAVORITE GUMMI
ELECTRIC / FLYING	Pressure	Yellow Gummi Sky Gummi

TERRAIN	Air
SIZE	★★☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	100%
DAMAGE DEALT BY SIZEBUST ORB	115
BASE EXP.	185

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Peck	TM	Facade	TM	Steel Wing		
LV1	ThunderShock	TM	Giga Impact	TM	Roost		
LV8	Thunder Wave	TM	Endure	TM	Light Screen		
LV15	Detect	TM	Natural Gift	TM	Secret Power		
LV22	Pluck	TM	Thunderbolt	TM	Flash		
LV29	AncientPower	TM	Vacuum-Cut	TM	Roar		
LV36	Charge	TM	Wide Slash	TM	Protect		
LV43	Agility	TM	Charge Beam	TM	Substitute		
LV50	Discharge	TM	Pluck	TM	Hidden Power		
LV57	Roost	TM	Aerial Ace	TM	Frustration		
LV64	Light Screen	TM	Shock Wave	HM	Rock Smash		
LV71	Drill Peck	TM	Thunder Wave	HM	Defog		
LV78	Thunder	TM	Toxic	HM	Fly		
LV85	Rain Dance	TM	U-turn				
TM	Swagger	TM	Sleep Talk				
TM	Return	TM	Rest				
TM	Thunder	TM	Hyper Beam				

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	47	15	8	15	8	0
10	65	33	17	33	17	1938
20	85	53	27	53	27	43634
30	105	73	37	73	37	136479
40	125	83	47	83	47	336373
50	145	93	57	93	57	653790
60	164	103	67	103	67	1094476
70	174	113	77	113	77	1540742
80	184	123	87	123	87	1987899
90	194	133	97	133	97	2435945
100	204	143	107	143	107	2884935

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Thunder Veil	TYPE	Thunder Gem
			Volt Globe
			Sky Silk
			Sky Dust
			Sky Gem
EVOLUTION			Sky Globe
TYPE	Yellow Silk		
	Thunder Dust		

No.263 Tinyraccoon ♂♀ Forms

♥5



Zigzagoon

LOCATION
- ♥ Foggy Forest 1–11F
- ● Zero Isle South B7–B8F
- ■ Fortune Ravine B1–B3F

EVOLUTION



TYPE	ABILITY	FAVORITE GUMMI
NORMAL	Pickup Gluttony	White Gummi

TERRAIN	Regular
SIZE	★☆☆☆
SLEEP	★★★☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	24
BASE EXP.	57

HOW TO RECRUIT: DEFEAT, MISSION, EGG

MOVE LIST

LV1	Tackle	TM	Thunder	TM	Secret Power	EGG	Trick
LV1	Growl	TM	Facade	TM	Blizzard	EGG	Mud-Slap
LV5	Tail Whip	TM	Grass Knot	TM	Protect	EGG	Substitute
LV9	Headbutt	TM	Endure	TM	Substitute		
LV13	Sand-Attack	TM	Natural Gift	TM	Water Pulse		
LV17	Odor Sleuth	TM	Shadow Ball	TM	Hidden Power		
LV21	Mud Sport	TM	Thunderbolt	TM	Attract		
LV25	Pin Missile	TM	Vacuum-Cut	TM	Frustration		
LV29	Covet	TM	Wide Slash	TM	Captivate		
LV33	Flail	TM	Charge Beam	TM	Ice Beam		
LV37	Rest	TM	Shock Wave	HM	Cut		
LV41	Belly Drum	TM	Thunder Wave	HM	Rock Smash		
LV45	Fling	TM	Toxic	HM	Surf		
TM	Iron Tail	TM	Thief	EGG	Charm		
TM	Dig	TM	Fling	EGG	Pursuit		
TM	Swagger	TM	Sleep Talk	EGG	Tickle		
TM	Return	TM	Rest	EGG	Helping Hand		

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	24	6	2	9	4	0
10	29	10	5	12	7	1652
20	37	18	12	18	14	37190
30	67	46	40	46	42	116324
40	92	61	55	61	57	286698
50	112	68	61	67	63	557240
60	131	74	65	71	67	932847
70	141	84	75	81	77	1313209
80	151	94	85	91	87	1694331
90	161	104	95	101	97	2076212
100	171	114	105	111	107	2458896

EFFECTIVE EXCLUSIVE ITEMS

EXCLUSIVE	Merry Scarf	TYPE	White Gem
			Joy Globe
EVOLUTION	Linoone Ruff		
TYPE	White Silk		
	Normal Dust		

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No.41 Bat ♂♀ Forms

3

Zubat



TYPE	POISON	FLYING

ABILITY	Inner Focus

FAVORITE GUMMI	Pink Gummi Sky Gummi

TERRAIN	Air
SIZE	★☆☆☆
SLEEP	★☆☆☆☆
EFFECTIVENESS OF LOW KICK OR GRASS KNOT	60%
DAMAGE DEALT BY SIZEBUST ORB	25
BASE EXP.	67

HOW TO RECRUIT: DEFEAT, DRINK, MISSION, EVOLUTION, EGG, OTHER

LOCATION

- ● Beach Cave Pit (B5F)
- ♥ Aegis Cave Ice B1–B3F, Rock B1–B3F, Steel B1–B4F, Pit B1–B3, B5F
- ■ Lower Spring Cave B2F–Depths B4F
- ■ Temporal Tower 1–6F

EVOLUTION

Zubat → (Lv22) → Golbat (p.563) → (10 of over ★1.5–2) → Crobat (p.538)

LEVEL UP DATA

Lv	HP	Attack	Defense	Sp. Attack	Sp. Defense	Exp. Needed
1	34	25	15	24	15	0
10	43	30	17	30	17	1597
20	56	36	19	35	19	35578
30	84	46	24	45	24	111221
40	106	56	34	55	34	274056
50	121	63	41	62	41	532616
60	131	69	47	67	46	891578
70	141	79	57	77	56	1255086
80	151	89	67	87	66	1619319
90	161	99	77	97	76	1984277
100	171	109	87	107	86	2350003

MOVE LIST

LV1	Leech Life	TM	Natural Gift	TM	Protect	EGG	Nasty Plot
LV9	Supersonic	TM	Payback	TM	Substitute		
LV10	Astonish	TM	Shadow Ball	TM	Hidden Power		
LV13	Bite	TM	Vacuum-Cut	TM	Attract		
LV17	Wing Attack	TM	Wide Slash	TM	Frustration		
LV21	Confuse Ray	TM	Taunt	TM	Captivate		
LV25	Air Cutter	TM	Pluck	HM	Defog		
LV29	Mean Look	TM	Aerial Ace	HM	Fly		
LV33	Poison Fang	TM	Toxic	EGG	Pursuit		
LV37	Haze	TM	Thief	EGG	Gust		
LV41	Air Slash	TM	U-turn	EGG	Hypnosis		
TM	Torment	TM	Sleep Talk	EGG	Zen Headbutt		
TM	Swagger	TM	Rest	EGG	Faint Attack		
TM	Return	TM	Steel Wing	EGG	Quick Attack		
TM	Facade	TM	Roost	EGG	Curse		
TM	Giga Drain	TM	Secret Power	EGG	Whirlwind		
TM	Endure	TM	Sludge Bomb	EGG	Brave Bird		

EFFECTIVE EXCLUSIVE ITEMS

		TYPE	
EXCLUSIVE	Dodge Bow		Poison Gem
			Poison Globe
			Sky Silk
			Sky Dust
EVOLUTION	Absorb Scarf		Sky Gem
	Slash Bow		Sky Globe
TYPE	Pink Silk		
	Poison Dust		

See p.682 for its stats when it appears as a dungeon boss

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Pokémon & Moves Data 2

Pokémon Data for Dungeon Bosses

*If not listed here, the data is the same as the Pokémon Data File.

Pokémon Bosses Main Story
(Alphabetical order)

Aggron
Gender ♂ | Data Page P.512

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	36	HP	?
ATK	45	SpATK	43
DEF	36	SpDEF	35

Arbok
Gender ♂ | Data Page P.514

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	36	HP	?
ATK	45	SpATK	40
DEF	35	SpDEF	36

Articuno
Gender ? | Data Page P.516

Appears as a boss at Mt. Avalanche Peak (20F).

Lv	43	HP	?
ATK	125	SpATK	125
DEF	65	SpDEF	60

Azelf
Gender ? | Data Page P.516

Appears as a boss at Crystal Lake (Crystal Crossing B14F)post ending.

Lv	42	HP	?
ATK	60	SpATK	60
DEF	45	SpDEF	45

Breloom
Gender ♂ | Data Page P.523

Appears as an ally at Sky Peak 5th checkpoint (5th Station Pass 5F) and Sky Peak Summit (Sky Peak Summit Pass 6F).

Lv	55	HP	210
ATK	65	SpATK	60
DEF	50	SpDEF	50

Bronzong
Gender ? | Data Page P.523

Appears as a boss at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	35	HP	?
ATK	45	SpATK	45
DEF	40	SpDEF	40

Carnivine
Gender ♂ | Data Page P.527

Appears as a boss at Sky Peak 5th Clearing (5th Station Pass 5F).

Lv	40	HP	?
ATK	53	SpATK	52
DEF	38	SpDEF	38

Chatot
Gender ♂ | Data Page P.530

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	45	HP	?
ATK	45	SpATK	45
DEF	30	SpDEF	30

Chimecho
Gender ♀ | Data Page P.532

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Corphish
Gender ♂ | Data Page P.536

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Croagunk
Gender ♂ | Data Page P.536

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Darkrai
Gender ? | Data Page P.539

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	53	HP	?
ATK	90	SpATK	100
DEF	60	SpDEF	60

Dialga
Gender ? | Data Page P.542

Appears as a boss at Temporal Pinnacle (Spire 11F) post ending.

Lv	48	HP	?
ATK	75	SpATK	75
DEF	50	SpDEF	50

Diglett
Gender ♂ | Data Page P.542

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Drowzee
Gender ♂ | Data Page P.546

Appears as a boss at Mt. Bristle Peak (10F).

Lv	12	HP	?
ATK	30	SpATK	30
DEF	20	SpDEF	20

Dugtrio
Gender ♂ | Data Page P.546

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Dusknoir
Gender ♂ | Data Page P.547

Appears as a boss at Old Ruins (Hidden Highland 9F).

Lv	45	HP	?
ATK	60	SpATK	60
DEF	50	SpDEF	50

Electrike
Gender ♂ | Data Page P.550

Appears as a boss at Amp Clearing (Far 10F).

Lv	18	HP	?
ATK	31	SpATK	30
DEF	23	SpDEF	23

Froslass
Gender ♀ | Data Page P.556

Appears as a boss at Crevice Cave Pit (Lower B5F).

Lv	41	HP	?
ATK	71	SpATK	71
DEF	56	SpDEF	53

Gabite
Gender ♂ | Data Page P.557

Appears as a boss at Labyrinth Cave B10F.

Lv	33	HP	?
ATK	50	SpATK	50
DEF	35	SpDEF	35

Gardevoir
Gender ♀ | Data Page P.558

Appears as an ally at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	52	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Giratina (Altered Forme)
Gender ? | Data Page P.560

Appears as a boss at World Abyss Pit (B30F).

Lv	48	HP	?
ATK	125	SpATK	125
DEF	66	SpDEF	66

Grimer
Gender ♂ | Data Page P.565

Appears as a boss at Sky Peak (Sky Peak Summit Pass 6F).

Level	43	HP	?
ATK	50	SpATK	49
DEF	38	SpDEF	38

Groudon
Gender ? | Data Page P.566

Appears as a boss at Shimmer Desert Pit (10F).

Lv	49	HP	?
ATK	125	SpATK	125
DEF	65	SpDEF	65

Groudon (Illusion)
Gender ? | Data Page —

Appears as a boss at Steam Cave Peak (Upper 8F).

Lv	30	HP	?
ATK	43	SpATK	36
DEF	35	SpDEF	38

Type	GROUND	Ability	Drought
Terrain	Lava	Effectiveness	140%

Moves	10 Skills		
Slash	Wise Healer	Item Catcher	
AncientPower	Power Pitcher	Item Master	
Scary Face	Survivalist	Counter Hitter	
Bulk Up	Status Checker	Defender	
Mud Shot	Wary Fighter		

Grovyle
Gender ♂ | Data Page P.566

Appears as a boss at Crystal Lake (Crystal Crossing B14F).

Lv	44	HP	?
ATK	60	SpATK	60
DEF	45	SpDEF	45

Gyarados
Gender ♂ | Data Page P.567

Appears as a boss at Miracle Seabed (Deep B5F).

Lv	46	HP	?
ATK	80	SpATK	80
DEF	60	SpDEF	60

Heatran
Gender *1 | Data Page P.569

Appears as a boss at Giant Volcano Peak (20F).

Lv	49	HP	?
ATK	125	SpATK	125
DEF	60	SpDEF	60

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Hitmonlee

Gender ♂ | Data Page P.570

Appears as a boss at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	35	SpDEF	35

Kabutops

Gender ♂ | Data Page P.577

Appears as a boss at Brine Cave Pit (Lower B6F).

Lv	42	HP	?
ATK	50	SpATK	50
DEF	40	SpDEF	40

Koffing

Gender ♂ | Data Page P.580

Appears as a boss at Beach Cave Pit (B5F).

Lv	6	HP	?
ATK	20	SpATK	20
DEF	8	SpDEF	8

Kyogre

Gender ? | Data Page P.581

Appears as a boss at Bottomless Sea Depths (B50F)

Lv	49	HP	?
ATK	85	SpATK	95
DEF	55	SpDEF	55

Lopunny

Gender ♀ | Data Page P.586

Appears as an ally at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	53	HP	200
ATK	65	SpATK	60
DEF	55	SpDEF	55

Loudred

Gender ♂ | Data Page P.587

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Machoke

Gender ♂ | Data Page P.590

Appears as an ally at Sky Peak 5th Station Clearing (5th Station Pass 5F) and Sky Peak Summit (Sky Peak Summit Pass 6F).

Lv	55	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Magcargo

Gender ♂ | Data Page P.591

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	36	HP	?
ATK	40	SpATK	42
DEF	38	SpDEF	35

Magmortar

Gender ♂ | Data Page P.592

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	36	HP	?
ATK	40	SpATK	43
DEF	35	SpDEF	32

Manectric

Gender ♂ | Data Page P.595

Appears as a boss at Amp Clearing (Far 10F).

Lv	33	HP	?
ATK	30	SpATK	35
DEF	30	SpDEF	30

Mawile

Gender ♀ | Data Page P.598

Appears as an ally at Sky Peak 5th Station Clearing (5th Station Pass 5F) and Sky Peak Summit (Sky Peak Summit Pass 6F).

Lv	30	HP	210
ATK	120	SpATK	120
DEF	120	SpDEF	120

Medicham

Gender ♀ | Data Page P.598

Appears as an ally at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	50	HP	210
ATK	65	SpATK	60
DEF	50	SpDEF	50

Mesprit

Gender ? | Data Page P.599

Appears as a boss at Underground Lake (Quicksand Pit B11F).

Lv	42	HP	?
ATK	60	SpATK	60
DEF	45	SpDEF	45

Mew

Gender ? | Data Page P.601

Appears as a boss at Deep Mystery Jungle (30F).

Lv	46	HP	?
ATK	60	SpATK	60
DEF	60	SpDEF	60

Mismagius

Gender ♂ | Data Page P.603

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	35	HP	?
ATK	45	SpATK	45
DEF	38	SpDEF	40

Muk

Gender ♂ | Data Page P.605

Appears as a boss at Sky Peak (Sky Peak Summit Pass 6F).

Lv	44	HP	?
ATK	50	SpATK	49
DEF	38	SpDEF	38

Omastar

Gender ♂ | Data Page P.612

Appears as a boss at Brine Cave Pit (Lower B6F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	32	SpDEF	32

Palkia

Gender ? | Data Page P.613

Appears as a boss at Spacial Rift Bottom (Deep B10F).

Lv	48	HP	?
ATK	90	SpATK	120
DEF	65	SpDEF	65

Primal Dialga

Gender ? | Data Page —

Appears as a boss at Temporal Pinnacle (Spire 11F).

Lv	48	HP	?
ATK	75	SpATK	75
DEF	50	SpDEF	50

Type	STEEL / DRAGON	Ability	Pressure
Terrain	Regular	Effectiveness	60%

Moves	IQ Skills	
AncientPower	Intimidator	Exclusive Move-User
Roar of Time	Survivalist	Aggressor
Dragon Claw	Sharpshooter	Item Catcher
Metal Claw	Self-Curer	Power Pitcher
	Status Checker	Item Master
	PP Saver	
	Practice Swinger	
	Quick Dodger	

Rayquaza

Gender ? | Data Page P.627

Appears as a boss at Sky Stairway Apex (50F).

Lv	49	HP	?
ATK	125	SpATK	125
DEF	60	SpDEF	60

Regice

Gender ? | Data Page P.627

Appears as a boss at Aegis Cave Regice Chamber.

Lv	46	HP	?
ATK	70	SpATK	80
DEF	50	SpDEF	50

Registeel

Gender ? | Data Page P.628

Appears as a boss at Aegis Cave Registeel Chamber.

Lv	46	HP	?
ATK	80	SpATK	60
DEF	50	SpDEF	50

Regigigas

Gender ? | Data Page P.628

Appears as a boss at Aegis Cave Regigigas Chamber (Pit B6F).

Lv	49	HP	?
ATK	100	SpATK	80
DEF	55	SpDEF	55

Regirock

Gender ? | Data Page P.628

Appears as a boss at Aegis Cave Regirock Chamber.

Lv	46	HP	?
ATK	70	SpATK	70
DEF	50	SpDEF	50

Rhyperior

Gender ♂ | Data Page P.630

Appears as a boss at Dark Crater Pit (Deep B15F).

Lv	36	HP	?
ATK	45	SpATK	45
DEF	38	SpDEF	37

Sableye

Gender ♂ | Data Page P.632

Appears as a boss at Old Ruins (Hidden Highland 9F).

Lv	38	HP	?
ATK	45	SpATK	45
DEF	38	SpDEF	38

Spiritomb

Gender ♂ | Data Page P.649

Appears as a boss at Sealed Ruin Pit (Deep B7F).

Lv	37	HP	?
ATK	50	SpATK	50
DEF	35	SpDEF	35

Sunflora

Gender ♀ | Data Page P.653

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	35	HP	?
ATK	40	SpATK	40
DEF	30	SpDEF	30

Uxie

Gender ? | Data Page P.664

Appears as a boss at Steam Cave Peak (Upper 8F) post-ending.

Lv	42	HP	?
ATK	60	SpATK	60
DEF	45	SpDEF	45

Wigglytuff

Gender ♂ | Data Page P.672

Appears as a boss at Mystifying Forest Clearing (14F).

Lv	50	HP	?
ATK	60	SpATK	60
DEF	40	SpDEF	40

Zubat

Gender ♂ | Data Page P.677

Appears as a boss at Beach Cave Pit (B5F).

Lv	3	HP	?
ATK	15	SpATK	15
DEF	11	SpDEF	11

*1—Gender is chosen at random.

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Pokémon Bosses Special Episodes

(In order of appearance)

Snover

Gender ♂ | Data Page P.646

Appears as a boss at Deep Star Cave (B5F).

Lv	22	HP	?
ATK	30	SpATK	30
DEF	21	SpDEF	23

Gligar

Gender ♂ | Data Page P.562

Appears as a boss at Deep Star Cave (B5F).

Lv	8	HP	?
ATK	31	SpATK	27
DEF	15	SpDEF	19

Bagon

Gender ♂ | Data Page P.517

Appears as a boss at Deep Star Cave (B5F).

Lv	8	HP	?
ATK	18	SpATK	17
DEF	13	SpDEF	7

Wigglytuff

Gender ♂ | Data Page P.672

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Chatot

Gender ♂ | Data Page P.530

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Sunflora

Gender ♀ | Data Page P.653

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Corphish

Gender ♂ | Data Page P.536

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Chimecho

Gender ♀ | Data Page P.532

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Croagunk

Gender ♂ | Data Page P.538

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Loudred

Gender ♂ | Data Page P.587

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Dugtrio

Gender ♂ | Data Page P.546

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Diglett

Gender ♂ | Data Page P.542

Appears as an ally at Deep Star Cave (B5F).

Lv	50	HP	200
ATK	65	SpATK	60
DEF	50	SpDEF	50

Jirachi

Gender ? | Data Page P.576

Appears as a boss at Deep Star Cave (B5F).

Lv	16	HP	?
ATK	25	SpATK	30
DEF	25	SpDEF	25

Probopass

Gender ♂ | Data Page P.622

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	10	HP	?
ATK	28	SpATK	23
DEF	25	SpDEF	24

Claydol

Gender ? | Data Page P.533

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	15	HP	?
ATK	27	SpATK	27
DEF	14	SpDEF	15

Camerupt

Gender ♂ | Data Page P.527

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	30	HP	?
ATK	40	SpATK	40
DEF	29	SpDEF	29

Exploud

Gender ♂ | Data Page P.552

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	9	HP	?
ATK	28	SpATK	17
DEF	24	SpDEF	20

Vespiquen

Gender ♀ | Data Page P.666

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	17	HP	?
ATK	26	SpATK	25
DEF	11	SpDEF	10

Yanmega

Gender ♂ | Data Page P.675

Appears as a boss at Fortune Ravine Pit (Deep B7F).

Lv	12	HP	?
ATK	28	SpATK	27
DEF	17	SpDEF	15

Haunter

Gender ♂ | Data Page P.568

Appears as a boss at Upper Spring Cave (B5F).

Lv	25	HP	?
ATK	35	SpATK	34
DEF	25	SpDEF	25

Appears as a boss at Middle Spring Cave (Upper B5F).

Lv	27	HP	?
ATK	40	SpATK	38
DEF	25	SpDEF	25

Appears as a boss at Spring Cave Pit (Depths B5F).

Lv	29	HP	?
ATK	42	SpATK	40
DEF	25	SpDEF	25

Aggron

Gender ♂ | Data Page P.512

Appears as a boss at Boulder Quarry Clearing (Deep B6F).

Lv	36	HP	?
ATK	45	SpATK	43
DEF	36	SpDEF	35

Lairon

Gender ♂ | Data Page P.582

Appears as a boss at Boulder Quarry Clearing (Deep B6F).

Lv	28	HP	?
ATK	41	SpATK	40
DEF	29	SpDEF	28

Weavile

Gender ♀ | Data Page P.670

Appears as a boss at Limestone Cavern Depths (Deep B6F).

Lv	33	HP	?
ATK	56	SpATK	48
DEF	43	SpDEF	50

Arbok

Gender ♂ | Data Page P.514

Appears as a boss at Limestone Cavern Depths (Deep B6F).

Lv	26	HP	?
ATK	51	SpATK	47
DEF	33	SpDEF	32

Drapion

Gender ♂ | Data Page P.545

Appears as a boss at Limestone Cavern Depths (Deep B6F).

Lv	29	HP	?
ATK	50	SpATK	45
DEF	41	SpDEF	43

Sableye

Gender ♂ | Data Page P.632

Appears as a boss at Barren Valley Clearing (Deep 6F) and Black Swamp (Dusk Forest 8F).

Lv	38	HP	?
ATK	45	SpATK	45
DEF	38	SpDEF	38

Dusknoir

Gender ♂ | Data Page P.547

Appears as an ally at Barren Valley Clearing (Deep 6F).

Lv	45	HP	130
ATK	61	SpATK	57
DEF	45	SpDEF	53

Mamoswine

Gender ♂ | Data Page P.594

Appears as a boss at Dark Ice Mountain Pinnacle (Peak 5F).

Lv	32	HP	?
ATK	45	SpATK	39
DEF	41	SpDEF	43

Glalie

Gender ♂ | Data Page P.561

Appears as a boss at Dark Ice Mountain Pinnacle (Peak 5F).

Lv	32	HP	?
ATK	42	SpATK	43
DEF	29	SpDEF	27

Primal Dialga

Gender ? | Data Page —

Appears as a boss at Vast Ice Mountain Pinnacle (Peak 9F).

Lv	48	HP	?
ATK	75	SpATK	75
DEF	50	SpDEF	50

Type	STEEL / DRAGON	Ability	Pressure
Terrain	Regular	Effectiveness	60%

Moves	IQ Skills
AncientPower	Status Checker
Roar of Time	Item Catcher
Dragon Claw	
Metal Claw	

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Pokémon with Different Forms

UNOWN

The Unown who appear in the Aegis Cave have a total of 28 forms: the 26 letters of the alphabet, plus an exclamation mark and question mark. Stats stay the same in any form; the only difference is how much damage they take from Sizebust Orbs. In addition, defeated Unown may drop a stone identical to their own shape.

Shape	A	B	C	D	E	F	G	H	I
Appearance									
Sizebust Orb	12	13	17	13	12	13	12	18	8

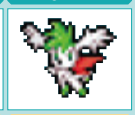
J	K	L	M	N	O	P	Q	R	S
									
10	10	10	17	15	19	9	8	9	12

T	U	V	W	X	Y	Z	!	?
								
10	15	12	11	9	11	9	11	12



SHAYMIN

Normally, using a Gracidea on a Land Forme Shaymin will transform it into its Sky Forme until it exits the dungeon *1. Shaymin's type, Ability, Speed, and learned moves will change, too.

Forme	Land Forme	Sky Forme
Appearance		
Type	Grass	Grass, Flying
Ability	Natural Cure	Serene Grace
Speed	—	+1

*1—Or reaches a checkpoint or a boss floor.

GIRATINA

Normally, Giratina appears in its Altered Forme, but in certain dungeons (*2), it shifts to its Origin Forme. While in this Forme, its abilities and terrain ability differ from its usual Forme.

Forme	Altered Forme	Origin Forme
Appearance		
Ability	Pressure	Levitate
Terrain Ability	Regular	Air

*2—Sky Peak, Star Cave, Oblivion Forest, Treacherous Waters, Southeastern Islands, Inferno Cave, Zero Isle Center, Destiny Tower

CASTFORM

Castform has the Ability known as Forecast. Because of this, its type shifts according to the weather on the floor. Its appearance changes, as does the damage it takes from Sizebust Orbs.

Form	Normal	Sunny Form	Rainy Form	Snowy Form
Weather	Clear, Cloudy, Fog, Sandstorm	Sunny	Rain	Snow/Hail
Appearance				
Type	Normal	Fire	Water	Ice
Sizebust Orb	12	29	24	30

CHERRIM

Cherrim are usually in Overcast form, but in Sunny weather, they transform into Sunshine form.

Form	Overcast Form	Sunshine Form
Weather	Not Sunny	Sunny
Appearance		
Sizebust Orb	17	23

SHELLOS

There are blue East Sea and red West Sea Shellos, and each takes different damage from Sizebust Orbs.

Name	East Sea	West Sea
Appearance		
Sizebust Orb	14	13

GASTRODON

There are also East Sea and West Sea Gastrodon, with different base Exp. values

Name	East Sea	West Sea
Appearance		
Base Exp.	53	83

BURMY

Burmy has 3 forms, each with a different type of cloak. These forms take varying amounts of damage from Sizebust Orbs.

Name	Sandy Cloak	Plant Cloak	Trash Cloak
Appearance			
Sizebust Orb	17	18	19

WORMADAM

Like Burmy, Wormadam has 3 forms. Each varies by Type and learned moves.

Name	Sandy Cloak	Plant Cloak	Trash Cloak
Appearance			
Type	Bug, Ground	Bug, Grass	Bug, Steel
Sizebust Orb	24	23	23

DEOXYS

Deoxys can appear in four different Formes, as seen below. Each Forme learns different moves upon leveling up (its stats are different when it is an enemy Pokémon). As a team member, Deoxys changes Forme each time it moves to a new floor. Be careful when having Deoxys forget a move, as it cannot recall moves at the Electivire Link Shop.

Forme	Normal Forme	Attack Forme	Defense Forme	Speed Forme
Appearance				
Sizebust Orb	54	51	63	39
LV Attack	—	+2	−2	−2
LV Defense	—	−2	+2	−2
LV Sp. At.	—	+2	−2	−2
LV Sp. Def.	—	−2	+2	−2
LV Speed	—	—	—	+1

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Pokémon & Moves Data 4

Move Data List

There are 460 moves that Pokémon can use, and their effects are both various and vast. Whenever you learn a new technique or the enemy uses one on you, check this list for all the information about the move.

How to refer to the data file

Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon that learn on Level up
Aeroblast	12	Flying • Special	★7	★4	30	Line	○	○	Lugia
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							

1 **Name** – name of move.

2 **Existence of Technical Machines & Hidden Machines**
indicates moves learned with TMs and moves learned with HMs.

3 **Effects of Status Ailments** – The effects received by Magic Coat status and Snatch status. Detailed as follows:

Bounce Back

Bounce back with Magic Coat: If you use it facing an opponent who also has Magic Coat status, the effect is bounced back to you.

Snatch

Snatch status: If there is a Pokémon that has Snatch status on the floor, it will snatch the effect from you.

4 **PP** – PP of the move. Indicates how many times you can use the move.

5 **Type, Kind** – The type of the move and the kind: "Physical," "Special," or "Status." (p. 49)

6 **Power** – The power of the move. The larger the number, the more powerful the move. Moves that strike several times in a row are written as "x2." "Special" indicates exceptional rules that decide the damage (standard power is in parentheses). "Heal" shows recovery of HP, and "---" means no damage is inflicted.

7 **Accuracy** – The degree to which the move will accurately connect. The larger the number, the more accurate. "Special" indicates exceptional rules that decide the Accuracy, and "Sure Shot" indicates the move will always hit the target.

8 **Critical** – Indicates the critical-hit rate. "Special" indicates exceptional rules that decide the critical-hit rate, and "—" means it will never score a critical-hit.

9 **Range** – The range of the move's effects (p. 50) and the target. Whether the move can Pass-hit corners or hit opponents in the wall is indicated below.

Effect Range	Pass-hit	Opponent in Wall
Front	not able	doesn't hit
Front corner, 2 spaces ahead, straight line	able	doesn't hit
Peripheral, peripheral 2 spaces, forward 3 spaces, room, floor	able	hits
Special	(same area as the move that was brought up)	

10 **Muzzled** – ○ indicates that the move can be used while user is inflicted with the Muzzled status, and × means that it cannot be used.

11 **Taunted** – ○ indicates that the move can be used while user is inflicted with the Taunted statu, s and × means that it cannot be used.

12 **Pokémon that Learn on Level Up** – Pokémon that know the move from the start, and Pokémon that learn it from leveling up.

13 **Effect** – The description of the effects these moves have on a Pokémon.

*For moves that require a "Charge" and those that put the user into Bide status, the data of the Attack brought up immediately afterward is the one presented in the list.

Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Level Up
Absorb	15	Grass • Special	★3	★6	8	Front • Foe	×	○	Beautifly, Kabuto, Kabutops, Breloom, Shroomish, Sunflora, Treecko, Gloom, Cacnea, Sceptile, Grovyle, and others
Bounce Back / Snatch	Effect	Inflicts damage. 50% of damage is added to user's HP. If foe has Liquid Ooze Ability, 50% of damage is drained from user's HP rather than added.							
Acid	17	Poison • Special	★4	★6	8	Front 1 • Foe	○	○	Ekans, Arbok, Weepinbell, Gloom, Tentacruel, Oddish, Bellsprout, Tentacool, Cradily, Lileep
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1.							
Acid Armor	16	Poison • Status	—	Sure-hit	—	Self	○	×	Vaporeon, Phione, Grimer, Muk, Manaphy
Bounce Back / Snatch	Effect	Raises Defense by 2.							
Acupressure	22	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Skorupi, Doduo, Dodrio, Drapion
Bounce Back / Snatch	Effect	Raises either Attack, Sp. Attack, Defense, or Sp. Defense by 2.							
Aerial Ace	8	Flying • Physical	★5	Sure-hit	8	Front • Foe	○	○	Swellow, Spearow, Fearow, Farfetch'd, Wingull, Taillow, Heracross, Staravia, Staraptor, Starly
Bounce Back / Snatch	Effect	Inflicts damage. Perfect hit.							
Aeroblast	12	Flying • Special	★7	★4	30	Line	○	○	Lugia
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Agility	12	Psychic • Status	—	Sure-hit	—	Room • Ally	○	×	Seaking, Sursksit, Ariados, Spinarak, Skarmory, Aipom, Ambipom, Hitmonchan, Swellow, Feraligatr, and others
Bounce Back / Snatch	Effect	Raises Speed by 1.							
Air Cutter	17	Flying • Special	★3	★7	30	Front corner • Foe	○	○	Skarmory, Farfetch'd, Crobat, Golbat, Zubat
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Air Slash	15	Flying • Special	★6	★6	8	Front • Foe	○	○	Masquerain, Skarmory, Swellow, Mothim, Farfetch'd, Wingull, Crobat, Golbat, Shaymin (Sky Forme), Scyther, Zubat, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status (can't use regular attacks, moves, or Wonder Orbs).							
Amnesia	22	Psychic • Status	—	Sure-hit	—	Self	○	×	Piloswine, Wooper, Swinub, Furret, Sentret, Snorlax, Slaking, Torkoal, Gulpin, Psyduck, Golduck, Munchlax, and others
Bounce Back / Snatch	Effect	Raise Sp. Defense by 2.							
AncientPower	12	Rock • Special	★5	★6	8	Front corner • Foe	○	○	Armaldo, Anorith, Piloswine, Omastar, Omanyte, Kyogre, Kecleon, Kabuto, Kabutops, Groudon, Corsola, Relicanth, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly raises all stats by 1.							
Aqua Jet	18	Water • Physical	★3	★6	8	2 Fwd • Foe	○	○	Empoleon, Kabuto, Kabutops, Carvanha, Golduck, Sharpedo, Dewgong, Seel, Buizel, Floatzel
Bounce Back / Snatch	Effect	Inflicts damage.							
Aqua Ring	20	Water • Status	—	Sure-hit	—	Self	○	×	Seaking, Finneon, Feraligatr, Gorebyss, Corsola, Vaporeon, Dewgong, Mantyke, Chinchou, Goldeen, Lumineon, Seel, and others
Bounce Back / Snatch	Effect	Causes Aqua Ring status (recovers 8 HP every 4 turns).							
Aqua Tail	11	Water • Physical	★6	★5	8	Front corner • Foe	○	○	Croconaw, Feraligatr, Kyogre, Dragonite, Wartortle, Blastoise, Gyarados, Gorebyss, Dewgong, Squirtle, Barboach, Whiscash, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Arm Thrust	10	Fighting • Physical	★3× (2-5)	★2	2	Front • Foe	○	○	Hariyama, Makuhita
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Aromatherapy	12	Grass • Status	—	Sure-hit	—	Room • Ally	○	×	Shaymin (Land Forme), Chikorita, Paras, Parasect, Bayleef, Meganium, Vileplume, Roselia
Bounce Back / Snatch	Effect	Cures status ailments (p.70)							
Assist	27	Normal • Special	Special	Special	Special	Special	○	×	Skitty, Glameow, Purugly
Bounce Back / Snatch	Effect	Uses one of the moves known by another Pokémon on the floor. Will not use Sketch, Copycat, Mimic, or moves that require charging up. No effect if Assist is chosen.							
Assurance	12	Dark • Physical	★4	★6	8	Front • Foe	○	○	Primeape, Spearow, Fearow, Carvanha, Girafarig, Mightyena, Rattata, Sharpedo, Cranidos, Beedrill, Koffing, and others
Bounce Back / Snatch	Effect	Inflicts damage. If foe's HP is less than 50%, damage is doubled.							
Astonish	17	Ghost • Physical	★4	★6	8	Front • Foe	○	○	Aipom, Ambipom, Stantler, Girafarig, Mawile, Croagunk, Crobat, Whismur, Golbat, Dusclops, Zubat, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Attack Order	10	Bug • Physical	★5	★5	30	Room • Foe	○	○	Vespiquen
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Attract	10	Normal • Status	—	★4	—	Front corner • Foe	○	×	Beautifly, Skitty, Delcatty, Finneon, Glameow, Lumineon, Purugly, Wormadam (all), Milotic and others
Bounce Back / Snatch	Effect	Inflicts Infatuated status (cannot move, but only affects opposite gender). No effect on Pokémon with the Oblivious Ability, or Gender Unknown Pokémon.							
Aura Sphere	10	Fighting • Special	★6	Sure-hit	8	Line	○	○	Giratina, Dialga, Togekiss, Palkia, Mew, Mewtwo, Lucario
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Aurora Beam	17	Ice • Special	★5	★3	8	Line	○	○	Octillery, Cresslia, Shellder, Vaporeon, Dewgong, Suicune, Spheal, Remoraid, Sealeo, Walrein, Seel, Cloyster
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Attack by 50%.							
Avalanche	12	Ice • Physical	Special	★8	—	Front • Foe	○	×	Smoochum, Jynx
Bounce Back / Snatch	Effect	User enters Bide status and cannot attack. When status ends, user does double the damage it received during the Bide status.							
Barrage	12	Normal • Physical	★3× (2-5)	★2	2	Front corner • Foe	○	○	Exeggcute, Exeggutor
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							

The MOVES COLUMN — Features of Flying and Digging Statuses

Moves such as Dig, where you burrow underground, or Fly, where you fly above- ground, have specific characteristics listed below. You will be able to evade a majority of attacks, but the damage you receive from some moves may increase, so you may want to pay attention to the moves the enemy Pokémon make.

When Using Fly or Dig

- Attacks will not hit you (with the exception of those in the list on the right).
- Projectiles, thrown items, and moves with a straight-line range will shoot past without hitting.

Attacks That Cannot Be Evaded Under Respective Status Changes

Name of Status	Non-Evadable Attacks
Digging	Earthquake, Magnitude, and blast from eating Blast Seed
Shadow Force	Blast from eating Blast Seed
Flying	Gust, Thunder, Sky Uppercut, Twister, and blast from eating Blast Seed
Bouncing	
Diving	Whirlpool, Surf and blast from eating Blast Seed

*For moves written in red, the damage inflicted is doubled.

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Barrier	16	Psychic • Status	—	Sure-hit	—	Self	○	×	Glaceon, Magnezone, Tentacruel, Mr. Mime, Mime Jr., Mew, Mewtwo, Tentacool
Bounce Back / Snatch	Effect	Raises Defense by 2.							
Baton Pass	15	Normal • Status	—	★4	—	Room • Foe/Ally	○	×	Sursksit, Eevee, Aipom, Ambipom, Furret, Sentret, Girafarig, Mawile, Gorebyss, Ninjask, Togetic, and others
Bounce Back / Snatch	Effect	Switches user's plac with other Pokémon around in the room. No effect on Pokémon with the Suction Cups Ability.							
Beat Up	15	Dark • Status	—	Sure-hit	—	Floor • Ally	○	×	Houndour, Sneasel, Houndoom
Bounce Back / Snatch	Effect	Warps all teammates to user. Pokémon with the Suction Cups Ability do not warp. No effect on Boss Floor.							
Belly Drum	10	Normal • Status	—	Sure-hit	—	Self	○	×	Snorlax, Zigzagoon, Poliwhirl, Poliwag, Hariyama, Makuhita, Linoone
Bounce Back / Snatch	Effect	Attack is raised to max, but Belly becomes 1. No effect if Belly is already 1.							
Bide	15	Normal • Physical	Special	★8	—	Front • Foe	○	×	Meditite,Pineco,Kricketune,Kricketune,Seedot,Medicham,Shuckle,Marshtomp,Pachirisu,ForretreSure-hit and others
Bounce Back / Snatch	Effect	Inflicts Bide status on user. Attacks when status is lifted, and inflicts twice the amount of damage received during status. Attack is Fighting type, but is not affected by Type compatibility.							
Bind	17	Normal • Physical	★3	★4	8	Front • Foe	○	○	Onix, Pinsir, Kecleon, Dusclops, Steelix, Carnivine, Tangrowth, Tangela, Dusknoir
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Constriction status (can't move, takes 5 damage every 2 turns).							
Bite	19	Dark • Physical	★4	★7	8	Front • Foe	×	○	Ekans, Arbok, Absol, Croconaw, Eevee, Arcanine, Feraligatr, Glalie, Omastar, Omanyte, Growlithe, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status (cannot use regular attacks, moves, and Wonder Orbs).							
Blaze Kick	13	Fire • Physical	★6	★6	30	Front • Foe	○	○	Hitmonlee, Blaziken
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Burn status (takes 6 damage every 50 turns, and deals 20% less damage). If foe is Frozen, this move cures foe's Frozen status and then does damage.							
Blast Burn	6	Fire • Special	★8	★5	8	Area • Foe	×	○	Infernape, Typhlosion, Blaziken, Charizard
Bounce Back / Snatch	Effect	Inflicts damage but user is Paused. If foe is Frozen, this move cures Frozen status and then does damage. Can only learn or recall this move if IQ is at least ★3-3.5.							
Blizzard	7	Ice • Special	★8	★3	8	Room • Foe	○	○	Piloswine, Swinub, Glalie, Glaceon, Suicune, Spheal, Sealeo, Walrein, Articuno, Mamoswine, Smoochum, Snover, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Frozen status. If the weather is Hail. always hits. (see p.xxx)							
Block	12	Normal • Status	—	★8	—	Front • Foe	○	×	Sudowoodo, Bonsly, Snorlax, Probopass, Bronzong, Bastiodon, Nosepass, Tangrowth
Bounce Back / Snatch	Effect	Inflicts Shadow Hold status (can't move).							
Body Slam	17	Normal • Physical	★5	★6	8	Front • Foe	○	○	Kyogre, Snorlax, Shellos, Torkoal, Munchlax, Spheal, Chikorita, Sealeo, Walrein, Gastrodon, Tropius, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status.							
Bone Club	15	Ground • Physical	★5	★6	8	Front • Foe	○	○	Cubone, Marowak
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Bone Rush	8	Ground • Physical	★5×(2-5)	★2	2	Front corner • Foe	○	○	Cubone, Marowak, Lucario
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Bonemerang	14	Ground • Physical	★5×2	★3	8	Line	○	○	Cubone, Marowak
Bounce Back / Snatch	Effect	Makes 2 consecutive attacks.							
Bounce	11	Flying • Physical	★8	★8	8	Front • Foe	○	○	Rapidash, Finneon, Mantyke, Politoed, Lumineon, Hoppip, Spoink, Wynaut, Wailord, Wailmer, Ponyta and others
Bounce Back / Snatch	Effect	User gains Bounce status (p. 686) and attacks on the following turn, randomly inflicting Paralysis status. Move cannot be linked, and is ineffective when floor status is Gravity.							
Brave Bird	6	Flying • Physical	★8	★6	8	Front corner • Foe	○	○	Blaziken, Staravia, Staraptor, Starly
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP, unless it has the Rock Head Ability.							
Brick Break	12	Fighting • Physical	★6	★6	8	Front • Foe	○	○	Pinsir, Hitmonlee, Heracross
Bounce Back / Snatch	Effect	Inflicts damage. Cancels Light Screen and Reflect status.							
Brine	8	Water • Special	★4	★6	8	Front • Foe	○	○	Empoleon, Omastar, Omanyte, Kingdra, Kingler, Krabby, Seadra, Shellder, Dewgong, Horsea, Seel, and others
Bounce Back / Snatch	Effect	If foe's HP is less than 50%, damage inflicted is doubled.							
Bubble	12	Water • Special	★3	★5	8	Line	○	○	Sursksit, Masquerain, Empoleon, Wartortle, Blastoise, Kingdra, Kingler, Krabby, Corsola, Seadra, Crawdaunt and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Speed by 1.							
BubbleBeam	10	Water • Special	★4	★5	8	Line	○	○	Sursksit, Empoleon, Octillery, Kingdra, Kingler, Krabby, Corsola, Seadra, Crawdaunt, Horsea, Mantyke, Chinchou, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Speed by 1.							
Bug Bite	12	Bug • Physical	★5	★8	8	Front • Foe	×	○	Ariados, Mothim, Caterpie, Pineco, Wurmple, Kricketot, Skorupi, Ninjask, Shuckle, Drapion, Weedle, and others
Bounce Back / Snatch	Effect	Inflicts damage and uses foe's held Seed or berry on user. If no item is equipped, Pokémon takes one from the Treasure Bag. Pokémon with the Sticky Hold Ability will only receive damage.							

The MOVES Column — The Effects of Hurling a Pokémon

When you hurl a Pokémon using Strength or a Hurl Orb, or while in Vital Throw status, the direction of the throw will change depending on the surroundings, as shown on the right. Check the conditions beforehand to predict where foes will be thrown.

A Pokémon Throwing Another Pokémon Will Try To Get The Highest Result On This Chart That It Can

Goal	Hurling Direction
Preferable	Hurls target at an enemy in the room, an dboth take 10 damage. The hurled Pokémon will land on a square next to the Pokémon it hit.
↕	
	Hurl at any 1 square next to an ally Pokémon in the room.
Less Preferable	Hurl target somewhere in the room.

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Bug Buzz	10	Bug • Special	★6	★4	8	Area • Foe	○	○	Beautifly, Masquerain, Illumise, Mothim, Kricketune, Dustox, Butterfree, Volbeat, Yanmega, Venomoth and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1. Pokémon with the Soundproof Ability are not affected.							
Bulk Up	16	Fighting • Status	—	Sure-hit	—	Self	○	×	Groudon, Blaziken, Combusken
Bounce Back / **Snatch**	Effect	Raises Attack and Defense by 1.							
Bullet Punch	16	Steel • Physical	★3	★6	8	Front 2 • Foe	○	○	Hitmonchan, Scizor, Metagross, Metang
Bounce Back / Snatch	Effect	Inflicts damage.							
Bullet Seed	10	Grass • Physical	★5× (2-5)	★2	2	Line	○	○	Octillery, Sunflora, Exeggcute, Remoraid, Hoppip, Skiploom, Mantine, Jumpluff
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Calm Mind	19	Psychic • Status	—	Sure-hit	—	Self	○	×	Meditite, Entei, Stantler, Kyogre, Kirlia, Infernape, Gardevoir, Suicune, Medicham, Alakazam, Raikou, Ralts, and others
Bounce Back / **Snatch**	Effect	Raises Sp. Attack and Sp. Defense by 1.							
Camouflage	22	Normal • Status	—	Sure-hit	—	Self	○	×	Mothim, Staryu
Bounce Back / **Snatch**	Effect	While user is on the floor, its type changes to Normal-type, Water-type, Grass-type, Ice-type, Ground-type, or Rock-type, depending on the floor terrain (p.696).							
Captivate	20	Normal • Status	—	Sure-hit	—	Front • Foe	○	×	Skitty, Stantler, Finneon, Gardevoir, Gorebyss, Nidoran ♀, Nidoran ♂, Nidorina, Nidorino, Meowth, Glameow, and others
Bounce Back / Snatch	Effect	Lowers Sp. Attack by 2, but only affects opposite gender. No effect on Pokémon with the Oblivious Ability, or Gender Unknown Pokémon.							
Charge	20	Electric • Status	—	Sure-hit	—	Self	○	×	Shinx, Zapdos, Chinchou, Ampharos, Voltorb, Plusle, Minun, Electrode, Mareep, Flaaffy, Manectric, and others
Bounce Back / **Snatch**	Effect	Grants user Charging status (user's Electric-type moves deal double damage). Raises Sp. Attack by 1.							
Charge Beam	12	Electric • Special	★4	★6	8	Front corner • Foe	○	○	Voltorb, Electrode, Regice, Registeel, Regirock
Bounce Back / Snatch	Effect	Inflicts damage and randomly raises user's Sp. Attack by 1.							
Charm	22	Normal • Status	—	★4	—	Front • Foe	○	×	Illumise, Skitty, Mesprit, Kirlia, Granbull, Phanpy, Wynaut, Togetic, Togepi, Glameow, Pachirisu, and others
Bounce Back / Snatch	Effect	Lowers attack by 50%.							
Chatter	12	Flying • Special	★5	★4	8	Area • Foe	×	○	Chatot
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Confused status. Does not work on Pokémon with the Soundproof Ability.							
Clamp	17	Water • Physical	★4	★4	8	Front • Foe	○	○	Shellder, Clamperl
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Constriction status (cannot move, takes 5 damage every 2 turns).							
Close Combat	7	Fighting • Physical	★8	★5	8	Front • Foe	○	○	Hitmonchan, Gallade, Primeape, Hitmontop, Infernape, Hitmonlee, Zangoose, Hariyama, Heracross, Makuhita, and others
Bounce Back / Snatch	Effect	Inflicts damage but lowers user's own Defense and Sp. Defense by 1.							
Comet Punch	10	Normal • Physical	★3×(2-5)	★2	1	Front • Foe	○	○	Hitmonchan, Kangaskhan, Ledian, Ledyba
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Confuse Ray	13	Ghost • Status	—	★8	—	Front • Foe	○	×	Stantler, Ninetales, Crobat, Gengar, Gastly, Haunter, Golbat, Dusclops, Starmie, Zubat, Mantyke, and others
Bounce Back / Snatch	Effect	Inflicts Confused status (moves in random directions).							
Confusion	22	Psychic • Special	★4	★6	8	Front • Foe	○	○	Meditite, Espeon, Mesprit, Gallade, Mothim, Girafarig, Kirlia, Cresselia, Psyduck, Golduck, Venonat, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Confused status.							
Constrict	22	Normal • Physical	★3	★4	8	Front • Foe	○	○	Ariados, Spinarak, Octillery, Omastar, Omanyte, Shuckle, Tentacruel, Drifblim, Drifloon, Tentacool, Tangrowth, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Speed by 1.							
Conversion	22	Normal • Status	—	Sure-hit	—	Self	○	×	Porygon, Porygon2, Porygon-Z
Bounce Back / Snatch	Effect	User's type becomes the same as that of one of its learned moves.							
Conversion 2	22	Normal • Status	—	Sure-hit	—	Self	○	×	Porygon, Porygon2, Porygon-Z
Bounce Back / Snatch	Effect	Grants user Conversion2 status (when attacked, user changes its type to one that is strong against the type of the move used against it).							
Copycat	19	Special	Special	Special	Special	Special	○	×	Sudowoodo, Bonsly, Skitty, Mesprit, Spinda, Mr. Mime, Cleffa, Happiny, Igglybuff, Plusle, Minun, Mime Jr., Smoochum, Riolu
Bounce Back / Snatch	Effect	Uses one of the moves known by another Pokémon on the floor, but cannot use moves that must charge up. Cannot use Encore, Mirror Move, Sketch, Sleep Talk, Copycat, Mimic, Metronome, or Struggle.							
Cosmic Power	14	Psychic • Status	—	Sure-hit	—	Self	○	×	Jirachi, Solrock, Deoxys (Normal Forme, Attack Forme), Claydol, Clefairy, Staryu, Baltoy, Lunatone
Bounce Back / **Snatch**	Effect	Raises Defense and Sp. Defense by 1.							
Cotton Spore	13	Grass • Status	—	★4	—	Front • Foe	○	×	Cacnea, Ampharos, Cacturne, Hoppip, Skiploom, Mareep, Flaaffy, Jumpluff
Bounce Back / Snatch	Effect	Lowers Speed by 1.							
Counter	17	Fighting • Physical	—	Sure-hit	—	Self	○	×	Hitmonchan, Hitmontop, Breloom, Slaking, Wynaut, Wobbuffet, Deoxys (Defense Forme), Slakoth, and others
Bounce Back / Snatch	Effect	Grants Counter status (returns damage dealt by foe).							
Covet	27	Normal • Physical	★4	★6	8	Front • Foe	○	○	Illumise, Skitty, Slaking, Zigzagoon, Slakoth, Teddiursa, Linoone, Mankey, Ursaring
Bounce Back / Snatch	Effect	Inflicts damage and steals foe's held item. Cannot steal item if the user has an item equipped or the foe has the Sticky Hold Ability.							
Crabhammer	12	Water • Physical	★7	★4	30	Front • Foe	○	○	Kingler, Krabby, Crawdaunt, Corphish
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Cross Chop	10	Fighting • Physical	★7	★5	30	Front • Foe	○	○	Primeape, Machamp, Machoke, Mankey, Machop
Bounce Back Snatch — Effect: Inflicts damage. High critical-hit rate.									
Cross Poison	12	Poison • Physical	★6	★6	30	Front • Foe	○	○	Crobat, Skorupi, Drapion, Parasect
Bounce Back Snatch — Effect: Inflicts damage and randomly inflicts Poison status (takes 2 damage every 20 turns; HP does not recover naturally). High critical-hit rate.									
Crunch	13	Dark • Physical	★6	★6	8	Front • Foe	×	○	Arbok, Croconaw, Feraligatr, Glalie, Growlithe, Hippowdon, Snorlax, Garchomp, Kangaskhan, Carvanha, Girafarig, and others
Bounce Back Snatch — Effect: Inflicts damage and randomly lowers Defense by 1.									
Crush Claw	15	Normal • Physical	★6	★7	8	Front • Foe	○	○	Armaldo, Anorith, Zangoose, Sandslash
Bounce Back Snatch — Effect: Inflicts damage and randomly lowers Defense by 1.									
Crush Grip	6	Normal • Physical	Special (★6)	★6	8	Front • Foe	○	○	Regigigas
Bounce Back Snatch — Effect: Deals 50% damage if foe's HP is under 75%, 20% damage if it's under 50%, and 10% if it's under 25%.									
Curse (*1)	17	Normal • Status	—	★8	—	Front • Foe	○	×	Shuppet, Gengar, Gastly, Haunter, Dusclops, Banette, Spiritomb, Dusknoir, Duskull
Bounce Back Snatch — Effect: Inflicts Curse status (loses 25% of max HP every 3 turns), but user's HP is halved.									
Curse (*2)	17	Normal • Status	—	Sure-hit	—	Self	○	×	Onix, Torkoal, Torterra, Turtwig, Steelix, Grotle, Bibarel, Bidoof, Slowking, Slowbro, Slowpoke, Regice, Registeel, and others
Bounce Back Snatch — Effect: Raises attack and Defense by 1. but lowers Speed by 1.									
Cut	10	Normal • Physical	★5	★4	8	Area • Foe	○	○	(None)
Bounce Back Snatch — Effect: Inflicts damage.									
Dark Pulse	10	Dark• Special	★6	★4	8	Area • Foe	○	○	Gengar, Gastly, Haunter, Pupitar, Darkrai, Honchkrow, Tyranitar, Weavile, Spiritomb, Larvitar, Lucario
Bounce Back Snatch — Effect: Inflicts damage and randomly inflicts Cringe status (can't use regular attacks, moves, or Orbs).									
Dark Void	8	Dark • Status	—	★6	—	Room • Foe	○	×	Darkrai
Bounce Back Snatch — Effect: Inflicts Sleep status.									
Defend Order	13	Bug • Status	—	Sure-hit	—	Self	○	×	Vespiquen
Bounce Back Snatch — Effect: Raises Defense and Sp. Defense by 1.									
Defense Curl	16	Normal • Status	—	Sure-hit	—	Self	○	×	Geodude, Furret, Sentret, Snorlax, Phanpy, Golem, Graveler, Munchlax, Sandshrew, Sandslash, Spheal, Donphan, and others
Bounce Back Snatch — Effect: Raises Defense by 1.									
Defog	14	Flying • Status	—	★8	—	Room • Foe	○	×	(None)
Bounce Back Snatch — Effect: Lowers Evasion by 1, cancels Mist, Safeguard, Light Screen, and Reflect status. Weather turns to Sunny if used during Fog weather.									
Destiny Bond	12	Ghost • Status	—	★8	—	Front corner • Foe	○	×	Gengar, Gastly, Haunter, Cacnea, Wynaut, Wobbuffet, Koffing, Cacturne, Qwilfish, Vespiquen, Weezing, Froslass
Bounce Back Snatch — Effect: Grants user Destiny Bond status, linking it with the foe (if the user takes damage, foe will also take damage).									
Detect	12	Fighting • Status	—	★4	—	Self	○	×	Meditite, Absol, Hitmonchan, Hitmontop, Treecko, Zangoose, Zapdos, Sceptile, Grovyle, Medicham, and others
Bounce Back Snatch — Effect: User gains Protect status.									
Dig	12	Ground • Physical	★8	★8	8	Front • Foe	○	○	Gabite, Garchomp, Dugtrio, Nincada, Diglett, Trapinch, Dunsparce, Gible
Bounce Back Snatch — Effect: Grants user Digging status and attacks on next turn. Can only be used on regular terrain. Cannot link.									
Disable	9	Normal • Status	—	★8	—	Front • Foe	○	×	Psyduck, Golduck, Venonat, Dusclops, Hypno, Drowzee, Alakazam, Wigglytuff, Jigglypuff, Grimer, Muk, and others
Bounce Back Snatch — Effect: Inflicts Paralysis status. Cannot use usual attacks, moves, or Wonder Orbs.									
Discharge	8	Electric • Special	★4	★4	8	Room • Foe	○	○	Elekid, Electivire, Electabuzz, Magnemite, Shinx, Zapdos, Jolteon, Magnezone, Probopass, Chinchou, Ampharos, and others
Bounce Back Snatch — Effect: Inflicts damage and randomly inflicts Paralysis status.									
Dive	12	Water • Physical	★8	★8	8	Front • Foe	○	○	Gorebyss, Relicanth, Dewgong, Seel, Huntail, Phione, Wailord, Wailmer, Manaphy
Bounce Back Snatch — Effect: Grants user Diving status and attacks on next turn. Can only use on Water-type terrain or floors. Cannot link.									
Dizzy Punch	17	Normal • Physical	★4	★7	8	Front • Foe	○	○	Kangaskhan, Spinda, Lopunny, Buneary, Regigigas
Bounce Back Snatch — Effect: Inflicts damage and randomly inflicts Confused status.									
Doom Desire	11	Steel • Status	—	Sure-hit	—	Self	○	×	Jirachi
Bounce Back Snatch — Effect: Grants user Set Damage status(user always does 30 damage).									
Double Hit	13	Normal • Physical	★3×2	★4	8	Front • Foe	○	○	Aipom, Ambipom, Kangaskhan, Girafarig, Scyther, Doduo, Scizor, Weezing, Mamoswine
Bounce Back Snatch — Effect: Makes 2 consecutive attacks.									
Double Kick	14	Fighting • Physical	★4×2	★4	3	Front • Foe	○	○	Hitmonlee, Jolteon, Nidoking, Nidoqueen, Nidoran♀, Nidoran♂, Nidorina, Nidorino, Blaziken, Combusken
Bounce Back Snatch — Effect: Makes 2 consecutive attacks.									
Double Team	17	Normal • Status	—	Sure-hit	—	Self	○	×	Absol, Gallade, Swellow, Glalie, Kirlia, Cresselia, Gardevoir, Scyther, Taillow, Darkrai, and others
Bounce Back Snatch — Effect: Raises Evasion by 1.									
Double-Edge	12	Normal • Physical	★7	★8	8	Front • Foe	○	○	Geodude, Onix, Sudowoodo, Bonsly, Skitty, Kyogre, Hippowdon, Cubone, Marowak, Pineco, Aron, Lairon, and others
Bounce Back Snatch — Effect: Inflicts damage but also damages user by 12.5% of max HP, unless it has the Rock Head Ability.									

*1 - When used by Ghost-type Pokémon. **2 - When used by non Ghost-type Pokémon

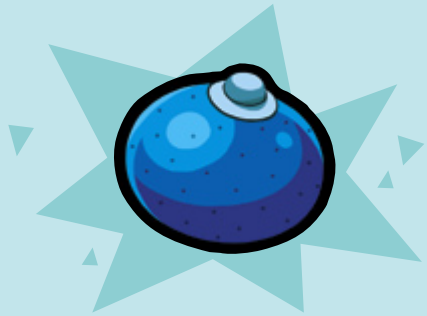
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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
DoubleSlap	10	Normal • Physical	★3× (2-5)	★2	2	Front • Foe	○	○	Skitty, Delcatty, Poliwhirl, Politoed, Poliwrath, Poliwag, Blissey, Mr. Mime, Clefable, Clefairy, Wigglytuff, Jigglypuff, Mime Jr., and others
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Draco Meteor	5	Dragon • Special	★6	★5	8	Room • Foe	○	○	Dragonite, Gabite, Garchomp, Giratina, Kingdra, Shelgon, Bagon, Altaria, Dialga, Dragonair, Vibrava and others
Bounce Back / Snatch	Effect	Inflicts damage but lowers user's Sp. Attack by 2. Can only learn or recall this move if IQ is at least ★3-3.5.							
Dragon Claw	10	Dragon • Physical	★6	★6	8	Front • Foe	○	○	Gabite, Garchomp, Giratina, Shelgon, Bagon, Dialga, Palkia, Gible, Flygon, Salamence, Charizard, Rayquaza
Bounce Back / Snatch	Effect	Inflicts damage.							
Dragon Dance	22	Dragon • Status	—	Sure-hit	—	Self	○	×	Dragonite, Gyarados, Kingdra, Seadra, Horsea, Altaria, Dragonair, Dratini, Latios, Rayquaza
Bounce Back / Snatch	Effect	Raises Attack and Speed by 1.							
Dragon Pulse	10	Dragon • Special	★7	★5	8	Front corner • Foe	○	○	Kingdra, Seadra, Horsea, Altaria, Swablu, Latias, Latios, Lucario, Rayquaza
Bounce Back / Snatch	Effect	Inflicts damage.							
Dragon Rage	8	Dragon • Special	Special	★8	—	Front corner • Foe	○	○	Dragonite, Gabite, Garchomp, Gyarados, Dragonair, Charmander, Gible, Dratini, Charmeleon, Charizard
Bounce Back / Snatch	Effect	Inflicts 30 damage regardless of type compatability.							
DragonBreath	12	Dragon • Special	★5	★5	8	Line	×	○	Onix, Giratina, Shelgon, Bagon, Altaria, Steelix, Palkia, Vibrava, Flygon, Salamence, Latias, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status.							
Drain Punch	8	Fighting • Physical	★5	★6	8	Front corner • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage and restores user's HP by 50% of the damage dealt. If foe has the Liquid Ooze Ability, user instead takes 50% of the damage.							
Dream Eater	13	Psychic • Special	★7	★8	8	Front • Foe	×	○	Kirlia, Gengar, Gastly, Haunter, Gardevoir, Darkrai, Hoothoot, Spiritomb, Noctowl, Ralts
Bounce Back / Snatch	Effect	Inflicts damage. 50% of damage amount is added to user's HP, or subtracted if foe has the Liquid Ooze Ability.							
Drill Peck	13	Flying • Physical	★6	★6	8	Front • Foe	○	○	Empoleon, Spearow, Fearow, Zapdos, Doduo, Dodrio, Prinplup, Piplup
Bounce Back / Snatch	Effect	Inflicts damage.							
Dynamic Punch	13	Fighting • Physical	★5	★4	8	Front • Foe	○	○	Machamp, Breloom, Machoke, Poliwrath, Machop
Bounce Back / Snatch	Effect	Inflicts damage and Confused status.							
Earth Power	8	Ground • Special	★4	★6	8	Room • Foe	○	○	Giratina, Groudon, Corsola, Probopass, Dugtrio, Dialga, Diglett, Numel, Trapinch, Nidoking, Nidoqueen, Claydol, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1.							
Earthquake	10	Ground • Physical	★4	★3	8	Room • Except Self	○	○	Geodude, Piloswine, Wooper, Swinub, Hippowdon, Groudon, Golem, Graveler, Rhydon, Rhyhorn, Pupitar, Dugtrio, and others
Bounce Back / Snatch	Effect	Inflicts damage. If foe is in Digging status, damage is doubled.							
Egg Bomb	15	Normal • Physical	★5	★4	8	Front corner • Foe	○	○	Exeggutor, Blissey, Chansey
Bounce Back / Snatch	Effect	Inflicts damage.							
Embargo	18	Dark • Status	Special	Sure-hit	—	Front • Foe	○	×	Shuppet, Mightyena, Zangoose, Banette, Solrock, Houndour, Houndoom, Poochyena, Porygon-Z, Weavile, and others
Bounce Back / Snatch	Effect	Inflicts Embargo status (target cannot use items). Always hits.							
Ember	15	Fire • Special	★4	★6	8	Front corner • Foe	○	○	Torchic, Growlithe, Rapidash, Ninetales, Infernape, Torkoal, Shelgon, Bagon, Houndour, Numel, Camerupt, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Burn status (takes 6 damage every 50 turns, and deals 20% less damage). If foe is Frozen, cures Frozen status and does damage.							

The MOVES Column — A Move Affected by Equipped Seeds and Berries

The Natural Gift move is unusual because its effects and powers change according to your held item, as seen on the right. To take advantage of this, switch held items to complement your type or take advantage of your opponent's weakneses.

However, if you equip teammates with Seeds and berries, they may eat them or throw them at the enemy. Remember to deregister their Item Master IQ Skill so that they do not use items arbitrarily.



Natural Gift Power and Type by Equipped Item

Equipped Item	Power	Type
Blast Seed	★4	Dragon
Blinker Seed	★3	Dark
Cheri Berry	★3	Fire
Chesto Berry	★3	Water
Doom Seed	★3	Steel
Dough Seed	★3	Steel
Dropeye Seed	★3	Ghost
Eyedrop Seed	★3	Ghost
Golden Seed	★5	Dragon
Heal Seed	★3	Grass
Hunger Seed	★4	Rock
Joy Seed	★3	Normal
Life Seed	★3	Fighting
Oran Berry	★3	Poison
Oren Berry	★4	Poison
Pecha Berry	★3	Electric
Plain Seed	★6	Normal
Pure Seed	★4	Water

Equipped Item	Power	Type
Quick Seed	★3	Flying
Rawst Berry	★3	Grass
Reviser Seed	★5	Ground
Reviver Seed	★3	Ground
Sitrus Berry	★3	Psychic
Sleep Seed	★3	Ice
Slip Seed	★3	Ice
Stun Seed	★3	Bug
Totter Seed	★3	Ghost
Vanish Seed	★4	Bug
Via Seed	★3	Poison
Vile Seed	★4	Poison
Violent Seed	★4	Fighting
Warp Seed	★3	Psychic
X-Eye Seed	★3	Dark
Items other than the ones above or nothing equipped	★3	Normal

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Encore	12	Normal • Status	—	★8	—	Front • Foe	○	×	Illumise, Slaking, Gulpin, Dewgong, Wynaut, Spheal, Shuckle, Togetic, Togepi, Sealeo, Walrein, and others
Bounce Back Snatch	Effect	Inflicts Encore status (cannot use moves other than last one used, cannot use Wonder Orbs).							
Endeavor	12	Normal • Physical	Special	★8	—	Front • Foe	○	○	Swellow, Hitmontop, Cubone, Marowak, Rattata, Taillow, Beedrill, Doduo, Dodrio, Marshtomp, Dunsparce and others
Bounce Back Snatch	Effect	Inflicts damage equal to foe's HP minus user's HP. No effect if user's HP is higher. Damage is not affected by type compatibility.							
Endure	17	Normal • Status	—	★4	—	Self	○	×	Piloswine, Swinub, Kabuto, Kabutops, Kangaskhan, Phanpy, Hitmonlee, Shieldon, Bastiodon, Pachirisu, Hariyama, and others
Bounce Back Snatch	Effect	Grants user Enduring status (user's HP will not drop below 1 even when hit with KO moves).							
Energy Ball	11	Grass • Special	★6	★6	8	Line	○	○	Treecko, Shaymin (both Formes), Lotad, Cradily, Lileep
Bounce Back Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1.							
Eruption	6	Fire • Special	Special (★8)	★5	8	Front corner • Foe	○	○	Entei, Groudon, Camerupt, Typhlosion, Cyndaquil, Quilava
Bounce Back Snatch	Effect	Damage is 50% if user's HP is under 75%, 20% if is it under 50%, and 10% if it is under 25%. If foe is Frozen, cures foe's Frozen status and then does damage.							
Explosion	6	Normal • Physical	Special	Sure-hit	—	Area 2 • Foe/Ally	○	○	Geodude, Pineco, Golem, Graveler, Skuntank, Stunky, Solrock, Seedot, Koffing, Claydol, and others
Bounce Back Snatch	Effect	Explodes in a 5x5 square radius centered on the user. No effect if there is a Pokémon on the floor with the Damp Ability, or the weather is Rain.							
Extrasensory	12	Psychic • Special	★6	★6	8	Front • Foe	○	○	Azelf, Mesprit, Nuzleaf, Suicune, Chimecho, Bronzong, Bronzor, Ho-Oh, Hoothoot, Uxie, Noctowl, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
ExtremeSpeed	12	Normal • Physical	★6	★6	8	Front 2 • Foe	○	○	Arcanine, Deoxys (Speed Forme), Togekiss, Lucario, Rayquaza
Bounce Back Snatch	Effect	Inflicts damage.							
Facade	12	Normal • Physical	★6	★5	8	Front • Foe	○	○	Chimchar
Bounce Back Snatch	Effect	Inflicts damage. Damage is doubled if user is Poisoned, Badly Poisoned, or Burned.							
Faint Attack	25	Dark • Physical	★4	Sure-hit	8	Front • Foe	○	○	Sudowoodo, Bonsly, Skitty, Kecleon, Shuppet, Mawile, Gliscor, Gligar, Croagunk, Slaking, Nuzleaf, Cacnea, and others
Bounce Back Snatch	Effect	Inflicts damage. Always hits.							
Fake Out	12	Normal • Physical	★4	★5	8	Front 2 • Foe	○	○	Skitty, Delcatty, Kangaskhan, Nuzleaf, Meowth, Glameow, Lombre, Hariyama, Tyrogue, Purugly, Persian, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Fake Tears	22	Dark • Status	—	★8	—	Front • Foe	×	×	Bonsly, Mawile, Teddiursa, Plusle, Minun, Smoochum, Ursaring, Jynx
Bounce Back Snatch	Effect	Lowers Sp. Defense by 2.							
False Swipe	15	Normal • Physical	★8	★8	8	Front • Foe	○	○	Gallade, Farfetch'd, Cubone, Marowak, Zangoose, Sceptile, Grovyle, Scyther, Nincada, Scizor
Bounce Back Snatch	Effect	Inflicts damage but won't drop foe below 1 HP.							
FeatherDance	22	Flying • Status	—	★8	—	Front • Foe	○	×	Pidgeot, Pidgeotto, Chatot, Pidgey
Bounce Back Snatch	Effect	Lowers Attack by 2.							
Feint	12	Normal • Physical	★4	★6	8	Front • Foe	○	○	Meditite, Absol, Skarmory, Hitmonchan, Gallade, Kecleon, Kabutops, Hitmontop, Farfetch'd, Infernape, Sharpedo, and others
Bounce Back Snatch	Effect	Cancels Protect and inflicts damage.							
Fire Blast	9	Fire • Special	★8	★6	8	Front corner • Foe	○	○	Entei, Rapidash, Groudon, Flareon, Magmar, Magmortar, Magby, Ho-Oh, Ponyta, Vulpix
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Burn status. If foe is frozen,cures Frozen status and does damage.							
Fire Fang	13	Fire • Physical	★5	★6	8	Front • Foe	×	○	Arbok, Arcanine, Entei, Growlithe, Hippowdon, Garchomp, Gliscor, Granbull, Houndour, Drapion, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Cringe and Burn status. If foe is Frozen, cures foe's Frozen status and then does damage.							
Fire Punch	13	Fire • Physical	★6	★4	8	Front • Foe	○	○	Hitmonchan, Electivire, Dragonite, Dusclops, Medicham, Ampharos, Blaziken, Magmar, Magmortar, Magby, Dusknoir, Regigigas
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Burn status (takes 6 damage every 50 turns, and deals 20% less damage). If foe is Frozen, cures foe's Frozen status and then does damage.							
Fire Spin	19	Fire • Special	★3	★4	8	Front • Foe	○	○	Torchic, Entei, Rapidash, Infernape, Torkoal, Solrock, Chimchar, Charmander, Moltres, Flareon, Magmar, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Constriction status (can't move, takes 5 damage every 2 turns). If foe is Frozen, cures foe's Frozen status and then does damage.							
Fissure	10	Ground • Physical	Special	★1	—	Front • Foe	○	○	Hippowdon, Groudon, Dugtrio, Diglett, Barboach, Trapinch, Whiscash, Camerupt, Hippopotas, Wormadam(Sand Cloak)
Bounce Back Snatch	Effect	Inflicts extreme damage. Low Accuracy, but deals a one-hit KO. Pokémon with the Abilities Levitate, Sturdy, or Magnet Rise are not affected.							
Flail	17	Normal • Physical	Special (★3)	★8	8	Front • Foe	○	○	Seaking, Croconaw, Sudowoodo, Bonsly, Feraligatr, Kingler, Krabby, Slaking, Magikarp, Torkoal, Phanpy, Zigzagoon, and others
Bounce Back Snatch	Effect	Does 50% more damage if user's HP is less than 50%, double damage if user's HP is under 25%.							
Flame Wheel	11	Fire • Physical	★5	★6	8	Front corner • Foe	○	○	Growlithe, Infernape, Typhlosion, Chimchar, Cyndaquil, Ponyta, Quilava, Monferno
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Burn status (deals 6 damage every 50 turns, target deals 20% less damage). If foe is Frozen, cures foe's Frozen status and then does damage.							
Flamethrower	12	Fire • Special	★7	★5	8	Line	○	○	Torchic, Entei, Growlithe, Torkoal, Skuntank, Houndour, Numel, Typhlosion, Chimchar, Charmander, Cyndaquil , and others
Bounce Back Snatch	Effect	Inflicts damage random burn status (deals 6 damage every 50 turns, target deals 20% less damage). If foe is Frozen, cures foe's Frozen status and then does damage.							
Flare Blitz	6	Fire • Physical	★8	★6	8	Front • Foe	○	○	Growlithe, Rapidash, Infernape, Blaziken, Ponyta, Monferno, Charizard, Combusken
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Burn status, but also damages user by 12.5% of max HP. unless it has the Rock Head Ability. If foe is Frozen, cures foe's Frozen status and then does damage.							
Flash	24	Normal • Status	—	★8	—	Front • Foe	○	×	Volbeat
Bounce Back Snatch	Effect	Lowers Accuracy by 1.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Flash Cannon	11	Steel • Special	★6	★6	8	Front corner • Foe	○	○	Blastoise, Dialga, Registeel
Bounce Back / Snatch — Effect: Inflicts damage and lowers Sp. Defense by 1.									
Flatter	17	Dark • Status	—	★8	—	Front • Foe	×	×	Illumise, Croagunk, Toxicroak, Nidoran♀, Nidoran♂, Nidorina, Nidorino
Bounce Back / Snatch — Effect: Inflicts Confused status but raises foe's Sp. Attack by 1.									
Fling	16	Dark • Status	—	Sure-hit	—	Front • Foe	○	×	Aipom, Ambipom, Primeape, Cubone, Marowak, Slaking, Munchlax, Zigzagoon, Blissey, Teddiursa, Grimer, and others
Bounce Back / Snatch — Effect: Throws foe at another Pokémon. Cannot use on Pokémon with the Suction Cups Ability. Always hits.									
Fly	12	Flying • Physical	★8	★8	8	Front • Foe	○	○	Salamence, Rayquaza
Bounce Back / Snatch — Effect: User gains Fly status and attacks on next turn. Cannot link. Cannot use when floor has Gravity status.									
Focus Blast	6	Fighting • Special	★8	★5	8	Line	○	○	(None)
Bounce Back / Snatch — Effect: Inflicts damage and randomly lowers Sp. Defense by 1.									
Focus Energy	27	Normal • Status	—	Sure-hit	—	Self	○	×	Torchic, Swellow, Octillery, Primeape, Machamp, Pinsir, Hitmontop, Cubone, Marowak, Carvanha, Kingdra, and others
Bounce Back / Snatch — Effect: Grants Focus Energy status (regular attacks and moves that can score a critical-hit always score a critical-hit).									
Focus Punch	8	Fighting • Physical	★8	★8	8	Front • Foe	○	○	Vigoroth
Bounce Back / Snatch — Effect: Grants user Focus Punch status and attacks next turn. Cannot link.									
Follow Me	15	Normal • Status	—	Sure-hit	—	Self	○	×	Furret, Sentret, Togetic, Togepi, Clefairy
Bounce Back / Snatch — Effect: Inflicts Decoy status (user becomes foe's preferred target).									
Force Palm	12	Fighting • Physical	★5	★6	8	Front • Foe	○	○	Meditite, Breloom, Medicham, Hariyama, Makuhita, Riolu, Lucario
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Paralysis status.									
Foresight	22	Normal • Status	—	★8	—	Front • Foe	○	×	Skitty, Furret, Sentret, Machamp, Machoke, Venonat, Dusclops, Hitmonlee, Marshtomp, Tyrogue, Hoothoot, Mudkip, and others
Bounce Back / Snatch — Effect: Resets Evasion. If foe is a Ghost-type Pokémon, Normal- and Fighting-type moves will now affect it.									
Frenzy Plant	6	Grass • Special	★8	★5	8	Front corner • Foe	○	○	Sceptile, Torterra, Venusaur, Meganium
Bounce Back / Snatch — Effect: Inflicts damage but user becomes Paused. User can only learn or recall this move if IQ is at least ★3-3.5.									
Frustration	16	Normal • Physical	Special	★8	—	Front • Foe	○	○	Buneary
Bounce Back / Snatch — Effect: Inflicts 5-45 damage. The lower the IQ, the more the damage will increase. This move is not affected by type compatibility.									
Fury Attack	12	Normal • Physical	★3×(2-5)	★2	1	Front • Foe	○	○	Seaking, Piloswine, Skarmory, Empoleon, Spearow, Fearow, Farfetch'd, Rapidash, Rhydon, Rhyhorn, and others
Bounce Back / Snatch — Effect: Makes 2-5 consecutive attacks.									
Fury Cutter	12	Bug • Physical	★3×2	★3	8	Front • Foe	○	○	Armaldo, Anorith, Gallade, Farfetch'd, Gliscor, Gligar, Kricketune, Zangoose, Sandshrew, Sandslash, Grovyle, and others
Bounce Back / Snatch — Effect: Makes 2-5 consecutive attacks.									
Fury Swipes	10	Normal • Physical	★4×(2-5)	★2	1	Front • Foe	○	○	Ariados, Spinarak, Aipom, Ambipom, Furret, Primeape, Sentret, Infernape, Psyduck, Golduck, Sandshrew, Sandslash, and others
Bounce Back / Snatch — Effect: Makes 2-5 consecutive attacks.									
Future Sight	13	Psychic • Status	—	Sure-hit	—	Self	○	×	Absol, Espeon, Mesprit, Kirlia, Cresselia, Gardevoir, Dusclops, Jirachi, Hypno, Drowzee, Bronzong, and others
Bounce Back / Snatch — Effect: Inflicts a set damage of 30.									
Gastro Acid	16	Poison • Status	—	Sure-hit	—	Front corner • Foe/Ally	×	×	Ekans, Arbok, Weepinbell, Gulpin, Shuckle, Bellsprout, Swalot, Cradily, Lileep
Bounce Back / Snatch — Effect: Inflicts Gastro Acid status (nullifies Pokémon's Ability). Always hits.									
Giga Drain	10	Grass • Special	★5	★6	8	Front • Foe	○	○	Beautifly, Shroomish, Treecko, Gloom, Torterra, Turtwig, Oddish, Hoppip, Grotle, Paras, Parasect, and others
Bounce Back / Snatch — Effect: Inflicts damage. Restores 50% of damage to user's HP, or subtracts if foe has the Liquid Ooze Ability.									
Giga Impact	4	Normal • Physical	★8	★5	8	Front • Foe	○	○	Electivire, Snorlax, Tauros, Donphan, Aerodactyl, Regigigas
Bounce Back / Snatch — Effect: Inflicts damage, but user becomes Paused.									
Glare	22	Normal • Status	—	★8	—	Front • Foe	○	×	Ekans, Arbok, Dunsparce, Seviper
Bounce Back / Snatch — Effect: Inflicts Paralysis status.									
GrassKnot	20	Grass • Special	Special	★6	8	Front • Foe	○	○	(None)
Bounce Back / Snatch — Effect: Inflicts damage. Damage varies according to foe's effectiveness of Low Kick and GrassKnot stat (p. 510)									
GrassWhistle	12	Grass • Status	—	★6	—	Front corner • Foe	×	×	Sunflora, Sunkern, Snover, Abomasnow, Leafeon, Roselia
Bounce Back / Snatch — Effect: Inflicts Sleep status. No effect on Pokémon with the Soundproof Ability.									
Gravity	10	Psychic • Status	—	Sure-hit	—	Floor	○	×	Dusclops, Jirachi, Probopass, Clefairy, Dusknoir
Bounce Back / Snatch — Effect: Gives floor the Gravity status (makes Flying-type and Levitating Pokémon vulnerable to Ground-type moves).									
Growl	20	Normal • Status	—	★8	—	Room • Foe	×	×	Torchic, Eevee, Skitty, Empoleon, Swellow, Spearow, Fearow, Cubone, Marowak, Wingull, Rapidash, and others
Bounce Back / Snatch — Effect: Lowers attack by 1. Does not affect Pokémon with the Soundproof Ability.									
Growth	20	Normal • Status	—	Sure-hit	—	Self	○	×	Weepinbell, Shroomish, Sunflora, Nuzleaf, Cacnea, Shaymin (both Formes), Budew, Seedot, Cherrim, Cherubi, Tropius, Cacturne, and others
Bounce Back / Snatch — Effect: Raises Sp. Attack by 1.									

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Grudge	12	Ghost • Status	—	Sure-hit	—	Self	○	×	Shuppet, Banette, Shedinja, Misdreavus, Vulpix
Bounce Back / Snatch	Effect	Gives user the Grudge status (when defeated, reduces attacker's last used move to 0 PP).							
Guard Swap	11	Psychic • Status	—	Sure-hit	—	Front corner • Foe/Ally	○	×	Girafarig, Natu, Xatu, Mr. Mime, Umbreon, Mewtwo
Bounce Back / Snatch	Effect	Swaps foe's Defense and Sp. Defense stats with user. Always hits.							
Guillotine	22	Normal • Physical	Special	★1	—	Front • Foe	○	○	Pinsir, Kingler, Gliscor, Gligar, Krabby, Crawdaunt, Corphish
Bounce Back / Snatch	Effect	Inflicts extreme damage for a one-hit KO. Ghost-type Pokémon and Pokémon with the Sturdy Ability are not affected.							
Gunk Shot	6	Poison • Physical	★7	★5	8	Line	○	○	Ekans, Arbok, Octillery, Gulpin, Grimer, Muk, Swalot
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
Gust	19	Flying • Special	★3	★6	8	Front • Foe	○	○	Beautifly, Masquerain, Mothim, Finneon, Dustox, Tropius, Lumineon, Butterfree, Vespiquen, Pidgeotto, Articuno, and others
Bounce Back / Snatch	Effect	Inflicts damage. Foes in Flying or Bouncing status receive double damage.							
Gyro Ball	12	Steel • Physical	★3	★6	8	Front • Foe	○	○	Hitmontop, Pineco, Magnemite, Sandshrew, Sandslash, Magnezone, Bronzong, Bronzor, Koffing, Typhlosion, Staryu, and others
Bounce Back / Snatch	Effect	Inflicts damage. If user has Slow status, damage is doubled.							
Hail	13	Ice • Status	—	Sure-hit	—	Weather	○	×	Glalie, Glaceon, Spheal, Sealeo, Walrein, Articuno, Castform, Mamoswine, Froslass, Snorunt
Bounce Back / Snatch	Effect	Makes the weather condition Hail (non-Ice-type Pokémon receive 3 damage every 10 turns).							
Hammer Arm	16	Fighting • Physical	★7	★5	8	Fwd • Foe	○	○	Sudowoodo, Slaking, Rhydon, Rhyperior, Metagross, Swampert, Ursaring, Regice, Registeel, Regirock
Bounce Back / Snatch	Effect	Inflicts damage but lowers user's Speed by 1.							
Harden	16	Normal • Status	—	Sure-hit	—	Self	○	×	Armaldo, Anorith, Onix, Pinsir, Kabuto, Kabutops, Silcoon, Shellos, Kingler, Gliscor, and others
Bounce Back / Snatch	Effect	Raises Defense by 1.							
Haze	13	Ice • Status	—	Sure-hit	—	Room • Foe/Ally	○	×	Ekans, Arbok, Surskit, Wooper, Crobat, Golbat, Vaporeon, Zubat, Koffing, Honchkrow, Quagsire, Seviper, and others
Bounce Back / Snatch	Effect	Resets any battle stat alterations. Always hits.							
Head Smash	5	Rock • Physical	★8	★5	8	Front • Foe	○	○	Relicanth, Cranidos, Rampardos
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP, unless it has the Rock Head Ability.							
Headbutt	17	Normal • Physical	★4	★7	8	Front • Foe	○	○	Glalie, Cubone, Marowak, Breloom, Shroomish, Granbull, Aron, Lairon, Shelgon, Zigzagoon, Dewgong, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Heal Bell	12	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Skitty, Celebi, Chimecho, Miltank
Bounce Back / Snatch	Effect	Cures status ailments, but does not work on Pokémon with the Soundproof Ability.							
Heal Block	16	Psychic • Status	—	Sure-hit	—	Room • Foe	○	×	Giratina, Celebi, Solrock, Dialga, Bronzong, Bronzor, Shedinja, Claydol, Palkia, Baltoy, Latios, Lunatone
Bounce Back / Snatch	Effect	Inflicts Heal Block status (affected Pokémon cannot recover HP). Always hits.							
Heal Order	12	Bug • Status	Recovery	Sure-hit	—	Self	○	×	Vespiquen
Bounce Back / Snatch	Effect	Restores 40 HP.							
Healing Wish	16	Psychic • Status	Recovery	Sure-hit	—	Room • Ally	○	×	Mesprit, Gardevoir, Shaymin (Land Forme), Jirachi, Celebi, Chimecho, Blissey, Clefairy, Lopunny, Buneary, Chansey, Latias
Bounce Back / Snatch	Effect	Cures teammates' status ailments and restores their HP, but user's own HP is reduced to 1.							
Heart Swap	10	Psychic • Status	—	Sure-hit	—	Front corner • Foe/Ally	○	×	Manaphy
Bounce Back / Snatch	Effect	Switches user's battle stats with those of the opponent. Always hits.							
Heat Wave	8	Fire • Special	★5	★5	8	Room • Foe	○	○	Growlithe, Torkoal, Heatran, Moltres, Charizard
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Burn status.							
Helping Hand	16	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Eevee, Illumise, Espeon, Gallade, Furret, Sentret, Growlithe, Glaceon, Jolteon, Vaporeon, Cherrim, and others
Bounce Back / Snatch	Effect	Raises teammates Attack and Sp. Attack by 1.							
Hi Jump Kick	11	Fighting • Physical	★8	★7	8	Front • Foe	○	○	Meditite, Hitmonlee, Medicham
Bounce Back / Snatch	Effect	Does double the damage of a move with the same power, but user takes half the damage if it misses. No effectwhen the floor has the Gravity status.							
Hidden Power	12	Normal • Special	Special	★6	8	Front corner • Foe	○	○	Meditite, Unown, Mothim, Shellos, Medicham, Gastrodon, Wormadam (all), Burmy, Slowking
Bounce Back / Snatch	Effect	Inflicts damage, but move type and power randomly changes when entering a dungeon.							
Horn Attack	18	Normal • Physical	★4	★8	8	Front • Foe	○	○	Seaking, Tauros, Rhydon, Rhyhorn, Rhyperior, Goldeen, Donphan, Nidoran ♂, Nidorino, Heracross
Bounce Back / Snatch	Effect	Inflicts damage.							
Horn Drill	12	Normal • Physical	Special	★1	—	Front • Foe	○	○	Seaking, Rhydon, Rhyhorn, Rhyperior, Goldeen, Nidoran ♂, Nidorino
Bounce Back / Snatch	Effect	Inflicts extreme damage. Low Accuracy, but deals a one-hit KO. Ghost-type Pokémon and Pokémon with the Sturdy Ability are not affected.							
Howl	27	Normal • Status	—	Sure-hit	—	Self	×	×	Mightyena, Whismur, Houndour, Loudred, Exploud, Houndoom, Poochyena, Manectric, Electrike
Bounce Back / Snatch	Effect	Raises attack by 1.							
Hydro Cannon	6	Water • Special	★8	★5	8	Line	○	○	Empoleon, Feraligatr, Blastoise, Swampert
Bounce Back / Snatch	Effect	Inflicts damage, but user is Paused. User can only learn or recall this move when IQ is at least ★3-3.5							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Hydro Pump	8	Water • Special	★8	★4	8	Line	○	○	Croconaw, Empoleon, Feraligatr, Omastar, Omanyte, Kyogre, Wartortle, Blastoise, Gyarados, Kingdra, Psyduck, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Hyper Beam	8	Normal • Special	★8	★6	8	Line	○	○	Octillery, Dragonite, Gyarados, Pupitar, Deoxys(Normal Forme, Attack Forme), Remoraid, Trapinch and others
Bounce Back / Snatch	Effect	Inflicts damage but user is Paused.							
Hyper Fang	13	Normal • Physical	★6	★6	8	Front • Foe	×	○	Rattata, Bibarel, Bidoof, Raticate
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Hyper Voice	12	Normal • Special	★7	★7	8	Front corner • Foe	×	○	Furret, Sentret, Whismur, Loudred, Politoed, Exploud, Jigglypuff, Chatot
Bounce Back / Snatch	Effect	Inflicts damage. No effect on Pokémon with Soundproof Ability.							
Hypnosis	13	Psychic • Status	—	★6	—	Front corner • Foe	○	×	Stantler, Kirlia, Gengar, Gastly, Haunter, Gardevoir, Hypno, Drowzee, Exeggcute, Bronzong, Bronzor, and others
Bounce Back / Snatch	Effect	Inflicts Sleep status.							
Ice Ball	15	Ice • Physical	★3× (1-5)	★2	2	Front corner • Foe	○	○	Spheal, Sealeo, Walrein
Bounce Back / Snatch	Effect	Strikes up to five times or until it misses. First hit is 10% more powerful, then 20%, 30%, 40%, until the fifth hit is 50% more powerful.							
Ice Beam	8	Ice • Special	★6	★5	8	Line	○	○	Octillery, Glalie, Kyogre, Shellder, Dewgong, Remoraid, Seel, Articuno, Lapras, Regice
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts the Frozen status.							
Ice Fang	15	Ice • Physical	★5	★6	8	Front • Foe	×	○	Arbok, Croconaw, Piloswine, Feraligatr, Glalie, Hippowdon, Carvanha, Gyarados, Gliscor, Granbull, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Frozen and Cringe status.							
Ice Punch	12	Ice • Physical	★6	★6	8	Front • Foe	○	○	Hitmonchan, Dusclops, Medicham, Abomasnow, Dusknoir, Jynx, Regigigas
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts the Frozen status.							
Ice Shard	16	Ice • Physical	★3	★6	8	Front 2 • Foe	○	○	Swinub, Glaceon, Shellder, Dewgong, Sneasel, Seel, Articuno, Snover, Abomasnow, Froslass, Snorunt, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Icicle Spear	8	Ice • Physical	★3× (2-5)	★2	2	Front corner • Foe	○	○	Shellder
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Icy Wind	13	Ice • Special	★4	★4	8	Line	○	○	Piloswine, Swinub, Glalie, Glaceon, Dewgong, Sneasel, Seel, Weavile, Snover, Abomasnow, Froslass, and others
Bounce Back / Snatch	Effect	Inflicts damage and lowers Speed by 1.							
Imprison	15	Psychic • Status	—	★8	—	Front • Foe	○	×	Azelf, Mesprit, Stantler, Kirlia, Gardevoir, Bronzong, Bronzor, Uxie, Ralts, Vulpix
Bounce Back / Snatch	Effect	Inflicts Paused status, lasts 3-6 turns.							
Ingrain	22	Grass • Status	—	Sure-hit	—	Self	○	×	Sunflora, Cacnea, Cacturne, Sunkern, Carnivine, Tangrowth, Tangela, Snover, Abomasnow, Cradily, and others
Bounce Back / Snatch	Effect	Grants user Ingrain status (can't move, and regains 10 HP every 5 turns).							
Iron Defense	16	Steel • Status	—	Sure-hit	—	Self	○	×	Wartortle, Blastoise, Mawile, Pineco, Torkoal, Aron, Lairon, Shellder, Squirtle, Probopass, Shieldon, and others
Bounce Back / Snatch	Effect	Raises Defense by 2.							
Iron Head	12	Steel • Physical	★6	★5	8	Front • Foe	○	○	Mawile, Aron, Lairon, Shieldon, Bastiodon, Scizor, Heatran, Aerodactyl, Aggron, Wormadam (Trash Cloak), Registeel
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status (can't use regular attacks, moves, or Wonder Orbs).							
Iron Tail	10	Steel • Physical	★8	★4	8	Fwd Foe	○	○	Onix, Aron, Lairon, Steelix, Aggron
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers foe's Defense by 1.							
Jump Kick	13	Fighting • Physical	★6	★6	8	Front • Foe	○	○	Hitmonlee, Lopunny, Buneary
Bounce Back / Snatch	Effect	Inflicts damage. If user misses, 50% of the intended damage hits user. Move cannot be linked. Does not work floor isin Gravity status.							
Karate Chop	18	Fighting • Physical	★5	★7	30	Front • Foe	○	○	Primeape, Machamp, Machoke, Mankey, Machop
Bounce Back / Snatch	Effect	Inflicts damage. High critical hit-rate.							
Kinesis	17	Psychic • Status	—	★8	—	Front • Foe	○	×	Alakazam, Kadabra
Bounce Back / Snatch	Effect	Lowers Accuracy by 1.							
Knock Off	22	Dark • Status	—	★8	—	Front • Foe	○	×	Weepinbell, Shuppet, Farfetch'd, Gliscor, Gligar, Crawdaunt, Banette, Skorupi, Drapion, Donphan, Hariyama, and others
Bounce Back / Snatch	Effect	Forces foe to drop held item. No effect on Pokémon with the Sticky Hold Ability.							
Last Resort	7	Normal • Physical	Special (★5)	★5	8	Front • Foe	○	○	Eevee, Aipom, Espeon, Ambipom, Glaceon, Phanpy, Munchlax, Jolteon, Vaporeon, Togetic, Togepi, and others
Bounce Back / Snatch	Effect	Only works when user has a move with 0 PP. Deals 50% more damage when there are two moves with 0 PP, and double damage if there are 3.							
Lava Plume	10	Fire • Special	★6	★4	8	Area • Foe	○	○	Entei, Torkoal, Numel, Camerupt, Typhlosion, Cyndaquil, Flareon, Magmar, Magmortar, Magby, Magcargo, Slugma, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Burn status (takes 6 damage for every 5 turns, and deals 20% less damage). If foe is Frozen, this move cures foe's Frozen status and does damage.							
Leaf Blade	12	Grass • Physical	★6	★6	30	Front • Foe	○	○	Victreebel, Gallade, Bellossom, Sceptile, Grovyle, Leafeon
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Leaf Storm	5	Grass • Special	★8	★5	8	Line	○	○	Victreebel, Sunflora, Bellossom, Shaymin (Sky Forme), Sceptile, Grovyle, Celebi, Shiftry, Torterra, Tropius, and others
Bounce Back / Snatch	Effect	Inflicts damage but lowers user's Sp. Attack by 2.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Leech Life	19	Bug • Physical	★3	★7	8	Front • Foe	×	○	Ariados, Spinarak, Crobat, Golbat, Kricketune, Venonat, Zubat, Nincada, Ninjask, Shedinja, Paras, Parasect, Venomoth
Bounce Back / Snatch	Effect	Inflicts damage. and adds 50% of damage to user's HP. If foe has the Liquid Ooze Ability, 50% of damage is drained from user's HP rather than added.							
Leech Seed	17	Grass • Status	—	★8	—	Front corner • Foe	○	×	Breloom, Shroomish, Sunflora, Cacnea, Shaymin (both Formes), Exeggcute, Cherrim, Cherubi, Torterra, Turtwig, Cacturne, Hoppip, and others
Bounce Back / Snatch	Effect	Inflicts 10 damage every 2 turns, and heals user by 10 HP. Grass-type Pokémon are not affected.							
Leer	27	Normal • Status	—	★8	—	Front • Foe	○	×	Ekans, Arbok, Absol, Croconaw, Skarmory, Gallade, Elekid, Electivire, Electabuzz, Entei, Feraligatr, and others
Bounce Back / Snatch	Effect	Lowers Defense by 1.							
Lick	20	Ghost • Physical	★3	★8	8	Front • Foe	×	○	Snorlax, Granbull, Gengar, Gastly, Haunter, Munchlax, Seviper, Teddiursa, Snubbull, Lickilicky, Lickitung, Smoochum, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status.							
Light Screen	14	Psychic • Status	—	Sure-hit	—	Self	○	×	Elekid, Electivire, Electabuzz, Chikorita, Ampharos, Dustox, Blissey, Mr. Mime, Pikachu, Clefairy, Staryu, and others
Bounce Back / Snatch	Effect	Halves damage inflicted by Special moves.							
Lock-On	7	Normal • Status	—	Sure-hit	—	Self	○	×	Magnemite, Magnezone, Probopass, Remoraid, Nosepass, Porygon, Porygon2, Porygon-Z, Magneton, Regice, Registeel, Regirock
Bounce Back / Snatch	Effect	Grants Sure Shot status (always hits).							
Lovely Kiss	11	Normal • Status	—	★6	—	Area • Enemy	×	×	Jynx
Bounce Back / Snatch	Effect	Inflicts Sleep status (can't move).							
Low Kick	16	Fighting • Physical	Special	★7	8	Front • Foe	○	○	Sudowoodo, Bonsly, Elekid, Electivire, Electabuzz, Primeape, Machamp, Machoke, Mankey, Machop
Bounce Back / Snatch	Effect	Inflicts damage. Damage varies according to foe's effectiveness of Low Kick and Grass Knot stat (p.xxx).							
Lucky Chant	22	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Mesprit, Kirlia, Gloom, Corsola, Cherrim, Cherubi, Oddish, Natu, Xatu, Clefairy, Mismagius, and others
Bounce Back / Snatch	Effect	Grants Lucky Chant status (protects against critical hits).							
Lunar Dance	12	Psychic • Status	Recovery	Sure-hit	—	Room • Ally	○	×	Cresselia
Bounce Back / Snatch	Effect	Cures status ailments and fully restores teammates HP and PP, but user's HP is reduced to 1.							
Luster Purge	12	Psychic • Special	★6	★6	8	Front • Foe	○	○	Latios
Bounce Back / Snatch	Effect	Inflicts damage and lowers Sp. Defense by 1.							
Mach Punch	22	Fighting • Physical	★4	★7	8	Front 2 • Foe	○	○	Hitmonchan, Breloom, Infernape, Monferno, Ledian, Ledyba
Bounce Back / Snatch	Effect	Inflicts damage.							
Magic Coat	19	Psychic • Status	—	Sure-hit	—	Self	○	×	Spoink, Grumpig, Porygon, Porygon2, Porygon-Z, Lopunny
Bounce Back / Snatch	Effect	Reflects certain moves.							
Magical Leaf	8	Grass • Special	★5	Sure-hit	8	Front corner • Foe	○	○	Kirlia, Bellossom, Gardevoir, Shaymin (both Formes), Cherrim, Cherubi, Chikorita, Togetic, Tropius, Mr. Mime, Cleffa, and others
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Magma Storm	5	Fire • Special	★8	★5	8	Front • Foe	○	○	Heatran
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Constriction status (can't move, takes 5 damage every 2 turns). If foe is Frozen, this move cures foe's Frozen status and then does damage.							
Magnet Bomb	10	Steel • Physical	★5	Sure-hit	8	Front • Foe	○	○	Magnemite, Magnezone, Probopass, Magneton
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Magnet Rise	13	Electric • Status	—	Sure-hit	—	Self	○	×	Magnemite, Magnezone, Probopass, Voltorb, Forretress, Porygon, Porygon2, Porygon-Z, Electrode, Metagross
Bounce Back / Snatch	Effect	Grants user Magnet Rise status (user gains Air terrain ability and immunity to Ground-type moves). No effect on floors with Gravity status.							
Magnitude	15	Ground • Physical	Special	★8	—	Room • Except Self	○	○	Geodude, Golem, Graveler, Dugtrio, Diglett, Barboach, Donphan, Numel, Whiscash, Camerupt
Bounce Back / Snatch	Effect	Foe is struck with an earthquake (the magnitude is randomly chosen). If the foe is in Digging status, the damage is doubled.							
Me First	22	Normal • Special	Special	Special	Special	Special	○	×	Absol, Furret, Sentret, Stantler, Natu, Xatu, Lickilicky, Lickitung, Mew, Mewtwo, Lucario
Bounce Back / Snatch	Effect	Picks one move from the foe's moves. If it is a damage-inflicting move, inflicts 50% more damage than that move normally would.							
Mean Look	12	Normal • Status	—	★8	—	Front • Foe	○	×	Crobat, Gengar, Gastly, Haunter, Golbat, Dusclops, Zubat, Umbreon, Misdreavus, Smoochum, Murkrow, and others
Bounce Back / Snatch	Effect	Inflicts Shadow Hold status (user can't move).							
Meditate	22	Psychic • Status	—	Sure-hit	—	Self	○	×	Meditite, Hitmonlee, Hypno, Drowzee, Medicham, Mr. Mime, Mime Jr.
Bounce Back / Snatch	Effect	Raises Attack by 1.							
Mega Drain	17	Grass • Special	★4	★6	8	Front • Foe	○	○	Beautifly, Kabuto, Kabutops, Breloom, Shroomish, Sunflora, Treecko, Bellossom, Gloom, Budew, Torterra, and others
Bounce Back / Snatch	Effect	Inflicts damage and adds 50% of damage to user's HP, or subtracts if foe has the Liquid Ooze Abillity.							
Mega Kick	12	Normal • Physical	★6	★5	8	Front • Foe	○	○	Hitmonlee
Bounce Back / Snatch	Effect	Inflicts damage.							
Mega Punch	12	Normal • Physical	★6	★6	8	Front • Foe	○	○	Hitmonchan, Kangaskhan, Mew
Bounce Back / Snatch	Effect	Inflicts damage.							
Megahorn	7	Bug • Physical	★8	★5	8	Front corner • Foe	○	○	Seaking, Rapidash, Rhydon, Rhyhorn, Rhyperior, Goldeen, Nidoking, Heracross
Bounce Back / Snatch	Effect	Inflicts damage.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Memento	15	Dark • Status	—	★8	—	Room • Foe	○	×	Skuntank, Stunky, Koffing, Hoppip, Grimer, Muk, Skiploom, Weezing, Spiritomb, Uxie, Latios, Jumpluff
Bounce Back / Snatch — Effect: Lowers Attack and Sp. Attack by 75%, but user warps elsewhere on the floor with its HP reduced to 1. Pokémon with the Suction Cups Ability will not warp. Does not work on a Boss Floor.									
Metal Burst	12	Steel • Physical	—	Sure-hit	—	Self	○	×	Aron, Lairon, Shieldon, Bastiodon, Aggron
Bounce Back / Snatch — Effect: When user is damaged, 50% of the damage is done to adjacent foes.									
Metal Claw	15	Steel • Physical	★5	★7	8	Front • Foe	○	○	Armaldo, Anorith, Empoleon, Kingler, Krabby, Aron, Lairon, Nincada, Sneasel, Scizor, Aggron, and others
Bounce Back / Snatch — Effect: Inflicts damage and randomly raises Attack by 1.									
Metal Sound	17	Steel • Status	—	★8	—	Front corner • Foe	○	×	Skarmory, Kabuto, Kabutops, Magnemite, Aron, Lairon, Magnezone, Shieldon, Bastiodon, Aggron, Wormadam (Trash Cloak), and others
Bounce Back / Snatch — Effect: Lowers Sp. Defense by 3. No effect on Pokémon with the Soundproof Ability.									
Meteor Mash	9	Steel • Physical	★7	★5	8	Line	○	○	Clefairy, Metagross, Metang
Bounce Back / Snatch — Effect: Inflicts damage and randomly raises user's Attack by 1.									
Metronome	22	Normal • Special	Special	Special	Special	Special	○	×	Munchlax, Togetic, Togepi, Clefable, Clefairy, Mew
Bounce Back / Snatch — Effect: Randomly uses a move from a large set (see p.xxx)									
Milk Drink	15	Normal • Status	Recovery	Sure-hit	—	Floor • Ally	×	×	Miltank
Bounce Back / Snatch — Effect: Recovers 25% of everyone's max HP.									
Mimic	17	Normal • Special	Special	★8	Special	Special	○	×	Sudowoodo, Bonsly, Mr. Mime, Jigglypuff, Chatot, Mime Jr.
Bounce Back / Snatch — Effect: Uses one of the moves known by another Pokémon on the floor, but cannotuse moves that require charging. Also cannot use Encore, Mirror Move, Sketch, Sleep Talk, Copycat, Mimic, Metronome, and Struggle.									
Mind Reader	12	Normal • Status	—	Sure-hit	—	Self	○	×	Meditite, Breloom, Hitmonlee, Medicham, Nincada, Ninjask, Poliwrath, Shedinja, Articuno
Bounce Back / Snatch — Effect: Grants user Sure Shot status (regular attacks and moves always hit).									
Minimize	27	Normal • Status	—	Sure-hit	—	Self	○	×	Blissey, Qwilfish, Clefable, Clefairy, Staryu, Drifblim, Drifloon, Grimer, Muk, Chansey
Bounce Back / Snatch — Effect: Raise Evasion by 1.									
Miracle Eye	27	Psychic • Status	—	Sure-hit	—	Front • Foe	○	×	Natu, Xatu, Alakazam, Mewtwo, Kadabra
Bounce Back / Snatch — Effect: Resets Evasion. If foe is a Dark-type Pokémon, inflicts Miracle Eye status (Psychic-type moves have regular type compatibility). Always hits.									
Mirror Coat	15	Psychic • Special	—	Sure-hit	—	Self	○	×	Glaceon, Corsola, Magnezone, Suicune, Wynaut, Wobbuffet, Deoxys(Defense Forme), Voltorb, and others
Bounce Back / Snatch — Effect: Reflects damage received from special moves back to the foe.									
Mirror Move	7	Flying • Status	—	Sure-hit	—	Self	○	×	Torchic, Spearow, Fearow, Swablu, Pidgeot, Pidgeotto, Chatot, Pidgey, Combusken
Bounce Back / Snatch — Effect: Inflicts Mirror Move status (attack is reflected back at foe).									
Mirror Shot	10	Steel • Special	★5	★6	8	Front corner • Foe	○	○	Magnemite, Magnezone, Forretress, Wormadam (Trash Cloak), Magneton
Bounce Back / Snatch — Effect: Inflicts damage and randomly lowers Accuracy by 1.									
Mist	17	Ice • Status	—	Sure-hit	—	Self	○	×	Surskit, Piloswine, Wooper, Swinub, Empoleon, Wingull, Cresselia, Altaria, Swablu, Quagsire, Lotad, Articuno, Pelipper, and others
Bounce Back / Snatch — Effect: Grants user Mist status (protects against stats being lowered).									
Mist Ball	10	Psychic • Special	★6	★6	8	Front corner • Foe	○	○	Latias
Bounce Back / Snatch — Effect: Inflicts damage and randomly lowers Sp. Defense by 1.									
Moonlight	12	Normal • Status	Recovery	Sure-hit	—	Floor • Ally	○	×	Illumise, Gloom, Cresselia, Dustox, Oddish, Volbeat, Clefairy, Umbreon
Bounce Back / Snatch — Effect: Recovers 1-80 HP, depending on the weather (p. 45).									

The MOVES Column — Moves That Depend on the Floor Terrain

Some moves have different effects depending on the floor terrain. There are eight kinds of terrain, and they can be distinguished by looking at walls and floor tiles (see p. 73-140 for the terrain on each floor). Water terrain is the only terrain where you can use Dive on regular floor tiles, but iyou can't use Dig there.

Move Effects for Each Floor Terrain

Terrain	Where Found	Moves Used by Nature Power	Additional Effect of Secret Power	Type Granted by Camouflage
Grass	Apple Woods, Hidden Land, Mystifying Forest	Seed Bomb	Sleep status	Grass
Sand	Northern Desert, Brine Cave, Lost Wilderness, etc.	Earthquake	Accuracy -1	Ground
Rock	Beach Cave, Mt. Mistral, Shimmer Hill	Rock Slide	Cringe status	Rock
Marsh	The Nightmare, Spacial Rift, etc.	Mud Bomb	Speed -1	Ground
Water	Serenity River, Lake Afar, Miracle Sea, etc.	Hydro Pump	Attack -1	Water
Snowfield	Blizzard Island, Ice/Ground Maze etc.	Blizzard	Frozen status	Ice
Ice	Crystal Cave, Crevice Cave, etc.	Ice Beam	Frozen status	Ice
Building	Temporal Tower, Concealed Ruin, etc.	Tri Attack	Paralyzed status	Normal

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Morning Sun	12	Normal • Status	Heal	★8	—	Floor/Friend	○	×	Beautifly, Espeon
Bounce Back / Snatch	Effect	Recovers 1-80 HP depending on the weather (p. 45)							
Mud Bomb	10	Ground • Special	★5	★6	8	Front corner • Foe	○	○	Ekans, Arbok, Wooper, Swinub, Shellos, Croagunk, Dugtrio, Diglett, Toxicroak, Barboach, Gastrodon, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Accuracy by 1.							
Mud Shot	13	Ground • Special	★5	★3	8	Front corner • Foe	○	○	Wooper, Omastar, Omanyte, Kabuto, Kabutops, Kingler, Groudon, Krabby, Poliwhirl, Poliwag, Quagsire, Marshtomp, and others
Bounce Back / Snatch	Effect	Inflicts damage and lowers Speed by 1.							
Mud Sport	17	Ground • Status	—	Sure-hit	—	Floor	○	×	Armaldo, Anorith, Geodude, Piloswine, Onix, Wooper, Swinub, Shellos, Kingler, Krabby, Golem, Graveler, and others
Bounce Back / Snatch	Effect	Changes floor to Mud Sport status (Electric-type moves do half damage).							
Muddy Water	10	Water • Special	★7	★5	8	Front • Foe	○	○	Wooper, Shellos, Vaporeon, Gastrodon, Quagsire, Marshtomp, Swampert
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1.							
Mud-Slap	16	Ground • Special	★3	★5	8	Front corner • Foe	○	○	Piloswine, Swinub, Shellos, Croagunk, Aron, Lairon, Dugtrio, Nincada, Diglett, Toxicroak, Barboach, Gastrodon and others,
Bounce Back / Snatch	Effect	Inflicts damage and lowers Accuracy by 1.							
Nasty Plot	20	Dark • Status	—	Sure-hit	—	Self	○	×	Aipom, Ambipom, Ninetales, Croagunk, Hypno, Drowzee, Darkrai, Shiftry, Houndour, Toxicroak, Honchkrow, and others
Bounce Back / Snatch	Effect	Raises Sp. Attack by 2.							
Natural Gift	17	Special • Physical	Special	★6	8	Front • Foe	○	○	Azelf, Mesprit, Gloom, Pineco, Phanpy, Munchlax, Shaymin (both Formes), Exeggcute, Chikorita, Altaria, Swablu, and others
Bounce Back / Snatch	Effect	Inflicts damage. Type and power change depending on which berry or seed user is holding (p. 690).							
Nature Power	24	Normal • Special	Special	Special	Special	Special	○	×	Nuzleaf, Seedot, Lombre, Lotad, Ludicolo
Bounce Back / Snatch	Effect	Uses various moves, depending on the floor terrain.							
Needle Arm	11	Grass • Physical	★8	★6	8	Front • Foe	○	○	Cacnea, Cacturne
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Night Shade	8	Ghost • Special	Special	★6	—	Area • Foe	○	○	Ariados, Spinarak, Shuppet, Gengar, Gastly, Haunter, Dusclops, Banette, Natu, Xatu, Murkrow, and others
Bounce Back / Snatch	Effect	Inflicts amount of damage equal to user's level. Not affected by type compatibility.							
Night Slash	12	Dark • Physical	★5	★6	30	Front • Foe	○	○	Absol, Skarmory, Gallade, Kabutops, Farfetch'd, Gliscor, Kricketune, Sharpedo, Crawdaunt, Sceptile, Skuntank, and others
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Nightmare	12	Ghost • Status	—	★6	—	Fwd • Foe	○	×	Gengar, Gastly, Haunter, Hypno, Darkrai
Bounce Back / Snatch	Effect	Inflicts Nightmare status (can't move, HP cannot recover naturally and takes 8 damage when status wears off).							
Octazooka	15	Water • Special	★4	★5	8	Line	×	○	Octillery
Bounce Back / Snatch	Effect	Inflicts damage and randomly lowers Accuracy by 1.							
Odor Sleuth	22	Normal • Status	—	★8	—	Room • Foe	○	×	Piloswine, Arcanine, Swinub, Growlithe, Girafarig, Mightyena, Phanpy, Munchlax, Zigzagoon, Houndour, Spoink, Grumpig, and others
Bounce Back / Snatch	Effect	Resets Evasion to normal. Ghost-type Pokémon are Exposed (gives Normal- and Fighting-type moves regular type compatibility).							
Ominous Wind	8	Ghost • Special	★4	★4	8	Room • Foe	○	○	Masquerain, Giratina, Darkrai, Natu, Xatu, Drifblim, Drifloon, Spiritomb, Froslass, Rotom
Bounce Back / Snatch	Effect	Inflicts damage. Randomly raises user's Attack, Defense, Sp. Attack, Sp. Defense, and Speed by 1.							
Outrage	6	Dragon • Physical	★7× (2-5)	★2	8	Front • Foe	○	○	Dragonite, Kangaskhan, Dragonair, Dratini, Rayquaza
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks, but user becomes Confused (moves in random directions).							
Overheat	10	Fire • Special	★7	★5	8	Area • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage but lowers Sp. Defense by 2. If foe is Frozen, status is cured, and foe is attacked.							
Pain Split	22	Normal • Status	Special	★8	—	Front • Foe	○	×	Misdreavus
Bounce Back / Snatch	Effect	Averages user and foe's HP (value can't exceed normal max HP).							
Pay Day	16	Normal • Physical	★4	★7	8	Front • Foe	○	○	Meowth
Bounce Back / Snatch	Effect	Inflicts damage. Pokémon defeated by this move will always drop Poké.							
Payback	16	Dark • Physical	—	Sure-hit	—	Self	○	×	Pineco, Granbull, Gengar, Tauros, Gastly, Haunter, Pupitar, Cacnea, Dusclops, Bronzong, Bronzor, and others
Bounce Back / Snatch	Effect	Gives user Counter status.							
Peck	26	Flying • Physical	★3	★8	8	Front • Foe	○	○	Seaking, Torchic, Piloswine, Skarmory, Empoleon, Swellow, Spearow, Fearow, Farfetch'd, Taillow, Altaria, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Perish Song	15	Normal • Status	—	★1	—	Floor • Foe	×	×	Absol, Kricketune, Celebi, Altaria, Swablu, Politoed, Misdreavus, Smoochum, Lapras, Jynx
Bounce Back / Snatch	Effect	Inflicts Perish Song status (target faints after 4 turns). No effect on Pokémon with the Soundproof Ability.							
Petal Dance	9	Grass • Special	★4×(2-5)	★2	8	Front • Foe	○	○	Sunflora, Gloom, Cherrim, Oddish, Venusaur, Meganium, Vileplume, Roselia
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks, but user becomes Confused.							
Pin Missile	10	Bug • Physical	★3×(2-5)	★2	1	Line	○	○	Ariados, Spinarak, Cacnea, Jolteon, Zigzagoon, Skorupi, Beedrill, Drapion, Cacturne, Qwilfish
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Pluck	15	Flying • Physical	★5	★8	8	Front • Foe	×	○	Swellow, Fearow, Zapdos, Altaria, Dodrio
Bounce Back Snatch	Effect	Inflicts damage. Foe's seed, berry, or similar item is used on user. If foe has no held item equipped, user takes one from the Treasure Bag (p. XX). Pokémon with the Sticky Hold Ability will only receive damage.							
Poison Fang	15	Poison • Physical	★5	★4	8	Front • Foe	○	○	Crobat, Golbat, Venonat, Skorupi, Zubat, Drapion, Nidoran♀, Nidorina, Seviper, Venomoth
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Badly Poisoned status.							
Poison Gas	27	Poison • Status	—	★6	—	Front • Foe	○	×	Gulpin, Skuntank, Stunky, Hypno, Drowzee, Koffing, Grimer, Muk, Weezing, Swalot
Bounce Back Snatch	Effect	Inflicts Poisoned status.							
Poison Jab	14	Poison • Physical	★6	★6	8	Front • Foe	○	○	Seaking, Ariados, Spinarak, Farfetch'd, Rapidash, Gliscor, Croagunk, Beedrill, Tentacruel, Toxicroak, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
Poison Sting	19	Poison • Physical	★3	★4	8	Front corner • Foe	○	○	Ekans, Arbok, Ariados, Spinarak, Gligar, Croagunk, Wurmple, Cacnea, Sandshrew, Sandslash, Skorupi, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
Poison Tail	15	Poison • Physical	★5	★6	30	Front • Foe	○	○	Seviper
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status. High critical-hit rate.							
PoisonPowder	22	Poison • Status	—	★8	—	Front • Foe	○	×	Weepinbell, Mothim, Shroomish, Gloom, Venonat, Exeggcute, Chikorita, Oddish, Butterfree, Hoppip, Paras, and others
Bounce Back Snatch	Effect	Inflicts Poisoned status.							
Pound	27	Normal • Physical	★4	★7	8	Front • Foe	○	○	Sunflora, Treecko, Finneon, Gulpin, Whismur, Nuzleaf, Sceptile, Grovyle, Hypno, Drowzee, Loudred, Lumineon, and others
Bounce Back Snatch	Effect	Inflicts damage.							
Powder Snow	10	Ice • Special	★3	★7	8	Room • Foe	○	○	Piloswine, Swinub, Glalie, Spheal, Sealeo, Walrein, Articuno, Castform, Mamoswine, Smoochum, Snover, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Frozen status (can't move).							
Power Gem	15	Rock • Special	★5	★6	8	Front corner • Foe	○	○	Corsola, Probopass, Ampharos, Nosepass, Spoink, Vespiquen, Staryu, Grumpig, Persian, Misdreavus, Mareep, Flaaffy, and others
Bounce Back Snatch	Effect	Inflicts damage.							
Power Swap	13	Psychic • Status	—	Sure-hit	—	Front corner • Foe/Ally	○	×	Espeon, Girafarig, Natu, Xatu, Mr. Mime, Mewtwo
Bounce Back Snatch	Effect	Switches user's Attack and Sp. Attack target's. Always hits.							
Power Trick	13	Psychic • Status	—	Sure-hit	—	Self	○	×	Meditite, Medicham, Shuckle, Claydol, Baltoy
Bounce Back Snatch	Effect	Swaps user's Attack and Defense.							
Power Whip	8	Grass • Physical	★8	★5	8	Front • Foe	○	○	Lickilicky, Lickitung, Carnivine, Tangrowth, Tangela
Bounce Back Snatch	Effect	Inflicts damage.							
Present	19	Normal • Physical	Special	★8	—	Front corner • Foe	○	○	Delibird
Bounce Back Snatch	Effect	Does one of the following: 75, 50, or 25 damage, or restores 25% of max HP.							
Protect	10	Normal • Status	—	★4	—	Self	○	×	Armaldo, Anorith, Gallade, Glalie, Omastar, Omanyte, Mothim, Wartortle, Blastoise, Kingler, Pineco, and others
Bounce Back Snatch	Effect	User can't be hit by normal attacks that inflict damage and status ailments.							
Psybeam	17	Psychic • Special	★5	★4	8	Line	○	○	Espeon, Octillery, Mothim, Girafarig, Venonat, Hypno, Drowzee, Remoraid, Dustox, Claydol, Butterfree, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Confused status (moves in random direction).							
Psych Up	17	Normal • Status	—	Sure-hit	—	Front • Foe/Ally	○	×	Meditite, Espeon, Psyduck, Golduck, Hypno, Drowzee, Medicham, Spinda, Spoink, Grumpig, Slowking, and others
Bounce Back Snatch	Effect	Makes user's battle stats the same as the target's. Always hits.							
Psychic	10	Psychic • Special	★8	★6	8	Front • Foe	○	○	Ariados, Spinarak, Espeon, Mothim, Girafarig, Kirlia, Cresselia, Venonat, Gardevoir, Gorebyss, Jirachi, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly lowers Sp. Defense by 1.							
Psycho Boost	5	Psychic • Special	★8	★6	8	Front • Foe	○	○	Deoxys (all Formes)
Bounce Back Snatch	Effect	Inflicts damage, but lowers user's Sp. Attack by 2.							
Psycho Cut	14	Psychic • Physical	★5	★6	30	Front corner • Foe	○	○	Absol, Gallade, Cresselia, Alakazam, Mewtwo, Kadabra
Bounce Back Snatch	Effect	Inflicts damage. High critical-hit rate.							
Psycho Shift	10	Psychic • Status	—	Sure-hit	—	Front • Foe/Ally	○	×	Cresselia, Deoxys (all Formes), Natu, Xatu, Hoothoot, Noctowl, Latias, Latios
Bounce Back Snatch	Effect	Cures all status ailments (p. 71) and inflicts those same ailments on the target. Always hits.							

The MOVES COLUMN — Damage Inflicted by Magnitude

The Magnitude move inflicts damage that corresponds to the magnitude of the earthquake that occurred. This damage varies based on type compatibility, so if your opponent is weak against Ground-type moves, or if you use a Ground-type Pokémon, the power of the tremor increases even more.

The Relationship Between Magnitude and Damage

Magnitude	Damage	Magnitude	Damage	Magnitude	Damage
4	5	7	25	10	40
5	10	8	30		
6	15	9	35		

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Psywave	19	Psychic • Special	Special	★8	—	Line	○	○	Solrock, Chimecho, Spoink, Grumpig, Misdreavus, Mismagius, Latias, Latios, Lunatone
Bounce Back / Snatch	Effect	Inflicts damage between 50% and 150% of the user's level.							
Punishment	8	Dark • Physical	Special	★6	8	Front • Foe	○	○	Primeape, Slaking, Infernape, Ho-Oh, Mankey, Sableye, Lugia
Bounce Back / Snatch	Effect	Inflicts damage. If the foe has any elevated stats, the total of all its stat boosts is added to user's Attack for this move.							
Pursuit	17	Dark • Physical	—	Sure-hit	—	Self	○	×	Absol, Hitmonchan, Spearow, Fearow, Hitmontop, Treecko, Wingull, Croagunk, Tauros, Rattata, Dusclops, and others
Bounce Back / Snatch	Effect	Inflicts Counter status (reflects damage from physical attacks back onto foe).							
Quick Attack	13	Normal • Physical	★3	★6	8	Front 2 • Foe	○	○	Torchic, Absol, Surskit, Masquerain, Eevee, Illumise, Espeon, Elekid, Electivire, Electabuzz, Swellow, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Rage	22	Normal • Status	—	Sure-hit	—	Self	○	×	Croconaw, Onix, Feraligatr, Primeape, Cubone, Marowak, Kangaskhan, Carvanha, Granbull, Tauros, Shelgon, and others
Bounce Back / Snatch	Effect	Gives user Enraged status (Attack goes up by 1 if damage is taken).							
Rain Dance	12	Water • Status	—	Sure-hit	—	Weather	○	×	Wooper, Wartortle, Blastoise, Shellos, Gyarados, Finneon, Zapdos, Suicune, Squirtle, Gastrodon, Poliwhirl, and others
Bounce Back / Snatch	Effect	Changes weather to Rain (Water-type moves do 50% damage, Fire-type moves do 50% less damage, and explosions are negated).							
Rapid Spin	17	Normal • Physical	★3	★7	8	Front • Foe	○	○	Hitmontop, Wartortle, Blastoise, Pineco, Torkoal, Sandshrew, Sandslash, Starmie, Squirtle, Donphan, Claydol, and others
Bounce Back / Snatch	Effect	Inflicts damage and cures Shadow Hold, Constriction, Ingrain, and Leech Seed status.							
Razor Leaf	12	Grass • Physical	★3	★4	30	Line	○	○	Weepinbell, Victreebel, Sunflora, Nuzleaf, Shiftry, Chikorita, Torterra, Tropius, Turtwig, Grotle, Sunkern, and others
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Razor Wind	13	Normal • Special	★8	★8	30	Front corner • Foe	○	○	Absol, Nuzleaf, Scyther, Scizor, Buizel, Floatzel
Bounce Back / Snatch	Effect	Gives user Razor Wind status. Attacks on next turn and has a high critical-hit rate. Cannot link.							
Recover	12	Normal • Status	Recovery	Sure-hit	—	Self	○	×	Meditite, Shellos, Corsola, Starmie, Medicham, Gastrodon, Staryu, Alakazam, Ho-Oh, Porygon, Porygon2, and others
Bounce Back / Snatch	Effect	Recovers 50% of maximum HP.							
Recycle	10	Normal • Status	—	Sure-hit	—	Item	○	×	Munchlax, Mr. Mime, Porygon, Porygon2, Mime Jr.
Bounce Back / Snatch	Effect	Returns TMs used in the Treasure Bag to their unused state.							
Reflect	22	Psychic • Status	—	Sure-hit	—	Self	○	×	Exeggcute, Chikorita, Mr. Mime, Alakazam, Articuno, Bayleef, Hoothoot, Mime Jr., Meganium, Kadabra, Noctowl, and others
Bounce Back / Snatch	Effect	Halves damage taken from physical moves.							
Refresh	17	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Corsola, Jirachi, Altaria, Swablu, Blissey, Happiny, Lickilicky, Lickitung, Milotic, Chansey, Latias, and others
Bounce Back / Snatch	Effect	Cures status ailments.							
Rest	8	Psychic • Status	—	Sure-hit	—	Self	○	×	Azelf, Mesprit, Furret, Sentret, Kyogre, Snorlax, Groudon, Tauros, Whismur, Relicanth, Zigzagoon, Dewgong, Jirachi, and others
Bounce Back / Snatch	Effect	Gives user Rest status (when status ends, restores HP and cures status ailments).							
Return	12	Normal • Physical	Special	★8	—	Front • Foe	○	○	Lopunny
Bounce Back / Snatch	Effect	Inflicts 5-45 damage, proportional to IQ (p.XXX). Not affected by type compatibility.							
Revenge	12	Fighting • Physical	Special	★8	—	Front • Foe	○	×	Hitmonchan, Machamp, Pinsir, Hitmontop, Croagunk, Machoke, Hitmonlee, Toxicroak, Cacturne, Qwilfish, Weavile, and others
Bounce Back / Snatch	Effect	User enters Bide status and cannot attack. When status ends, user does double the damage it received during Bide status.							
Reversal	12	Fighting • Physical	Special (★3)	★3	8	Front • Foe	○	○	Meditite, Growlithe, Kangaskhan, Hitmonlee, Medicham, Hariyama, Heracross, Makuhita, Vigoroth, Riolu
Bounce Back / Snatch	Effect	Inflicts damage (50% more damage if user's HP is less than 50%, 2x damage if user's HP is less than 25%).							
Roar	14	Normal • Status	—	★8	—	Front • Foe	×	×	Arcanine, Growlithe, Mightyena, Granbull, Aron, Lairon, Whismur, Shinx, Houndour, Loudred, Exploud, and others
Bounce Back / Snatch	Effect	Blows foe 10 squares away. If Pokémon hits a wall or another Pokémon, both lose 5 HP. No effect on Pokémon with the Suction Cups Ability. No effect on a boss floor.							
Roar of Time	4	Dragon • Special	★8	★5	8	Room • Foe	×	○	Dialga
Bounce Back / Snatch	Effect	Inflicts damage, but user becomes Paused.							
Rock Blast	10	Rock • Physical	★3×(2-5)	★2	1	Front corner • Foe	○	○	Armaldo, Anorith, Geodude, Octillery, Omastar, Omanyte, Golem, Graveler, Rhydon, Rhyhorn, and others
Bounce Back / Snatch	Effect	Makes 2-5 consecutive attacks.							
Rock Climb	14	Normal • Physical	★5	★6	8	Front • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Confused status.							
Rock Polish	22	Rock • Status	—	Sure-hit	—	Self	○	×	Geodude, Onix, Golem, Graveler, Solrock, Steelix, Lunatone
Bounce Back / Snatch	Effect	Raises Speed by 2.							
Rock Slide	13	Rock • Physical	★6	★7	8	Front • Foe	○	○	Sudowoodo, Bonsly, Pupitar, Solrock, Probopass, Nosepass, Camerupt, Tyranitar, Aerodactyl, Magcargo, Slugma, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status (can't use regular attacks, moves, or Wonder Orbs).							
Rock Smash	99	Fighting • Status	—	Sure-hit	—	Wall	○	×	(None)
Bounce Back / Snatch	Effect	Destroys wall in front of you but has no effect on a wall in a square diagonal to you.							
Rock Throw	16	Rock • Physical	★4	★7	8	Front • Foe	○	○	Geodude, Onix, Sudowoodo, Bonsly, Golem, Graveler, Solrock, Nosepass, Steelix, Magcargo, and others
Bounce Back / Snatch	Effect	Inflicts damage.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Rock Tomb	12	Rock • Physical	★5	★3	8	Front • Foe	○	○	Onix, Sudowoodo, Bonsly, Relicanth, Claydol, Steelix, Baltoy
Bounce Back / Snatch — Effect: Inflicts damage and lowers Speed by 1.									
Rock Wrecker	7	Rock • Physical	★8	★6	8	Line	○	○	Rhyperior
Bounce Back / Snatch — Effect: Inflicts damage and Paused status (can't move or act).									
Role Play	17	Psychic • Status	—	★8	—	Front • Foe	○	×	Stantler, Mr. Mime, Mime Jr., Kadabra
Bounce Back / Snatch — Effect: While on the floor, user's Ability is the same as the foe's. No effect on Pokémon with the Wonder Guard ability.									
Rolling Kick	13	Fighting • Physical	★5	★6	8	Front • Foe	○	○	Hitmontop, Hitmonlee
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Cringe status.									
Rollout	14	Rock • Physical	★3× (1-5)	★2	8	Front • Foe	○	○	Geodude, Omastar, Omanyte, Snorlax, Phanpy, Golem, Graveler, Munchlax, Sandshrew, Sandslash, Donphan, and others
Bounce Back / Snatch — Effect: Strikes up to five times or until it misses. First hit is 10% more powerful, then 20%, 30%, 40%, and the fifth hit is 50% more powerful.									
Roost	14	Flying • Status	Recovery	Sure-hit	—	Self	○	×	Spearow, Fearow, Dragonite, Wingull, Dunsparce, Pidgeot, Pidgeotto, Moltres, Articuno, Chatot, Pelipper, Hoothoot, and others
Bounce Back / **Snatch** — Effect: Recovers 40 HP. If user is a Flying-type Pokémon, it will lose that type for one turn.									
Sacred Fire	10	Fire • Physical	★8	★6	8	Front • Foe	○	○	Ho-Oh
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Burn status (takes 6 damage every 50 turns, and deals 20% less damage). Cures Frozen status.									
Safeguard	13	Normal • Status	—	Sure-hit	—	Room • Ally	○	×	Dragonite, Ninetales, Cresselia, Finneon, Dewgong, Celebi, Wynaut, Wobbuffet, Chikorita, Chimecho, Altaria, and others
Bounce Back / **Snatch** — Effect: Prevents status ailments.									
Sand Tomb	17	Ground • Physical	★3	★4	8	Front • Foe	○	○	Onix, Gabite, Hippowdon, Garchomp, Sandshrew, Sandslash, Dugtrio, Trapinch, Vibrava, Hippopotas, Gible, Flygon
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Constriction status									
Sand-Attack	20	Ground • Status	—	★5	—	Front corner • Foe	○	×	Torchic, Eevee, Skarmory, Aipom, Espeon, Ambipom, Stantler, Gabite, Hippowdon, Kabuto, Kabutops, and others
Bounce Back / Snatch — Effect: Lowers Accuracy by 1.									
Sandstorm	14	Rock • Status	—	Sure-hit	—	Weather	○	×	Onix, Gabite, Garchomp, Pupitar, Cacnea, Sandshrew, Sandslash, Probopass, Trapinch, Claydol, Cacturne, and others
Bounce Back / Snatch — Effect: Changes weather to Sandstorm (Pokémon other than Ground-types, Rock-types, and Steel-types receive 3 damage every 10 turns).									
Scary Face	14	Normal • Status	—	★4	—	Front • Foe	○	×	Masquerain, Ariados, Croconaw, Spinarak, Feraligatr, Kyogre, Machamp, Carvanha, Giratina, Groudon, Mightyena, Granbull, and others
Bounce Back / Snatch — Effect: Randomly lowers Speed by 1.									
Scratch	28	Normal • Physical	★4	★7	8	Front • Foe	○	○	Armaldo, Torchic, Anorith, Absol, Croconaw, Aipom, Ambipom, Feraligatr, Furret, Primeape, Sentret, and others
Bounce Back / Snatch — Effect: Inflicts damage.									
Screech	22	Normal • Status	—	★8	—	Front corner • Foe	×	×	Ekans, Arbok, Croconaw, Onix, Aipom, Ambipom, Elekid, Electivire, Electabuzz, Feraligatr, Primeape, and others
Bounce Back / Snatch — Effect: Lowers Defense by 75%. Does not work on Pokémon with the Soundproof Ability.									
Secret Power	10	Normal • Physical	★6	★6	8	Front • Foe	○	○	(None)
Bounce Back / Snatch — Effect: Inflicts damage and randomly causes additional effects corresponding to the floor's terrain (see next page).									
Seed Bomb	11	Grass • Physical	★6	★6	8	Front corner • Foe	○	○	Breloom, Shroomish, Exeggutor, Sunkern, Bulbasaur
Bounce Back / Snatch — Effect: Inflicts damage.									
Seed Flare	5	Grass • Special	★8	★4	8	Area • Foe	○	○	Shaymin (both Formes)
Bounce Back / Snatch — Effect: Inflicts damage and lowers Sp. Defense by 2.									
Seismic Toss	10	Fighting • Physical	Special	★8	—	Front • Foe	○	○	Primeape, Machamp, Pinsir, Machoke, Hariyama, Makuhita, Mankey, Machop
Bounce Back / Snatch — Effect: Inflicts damage equal to user's level. Not affected by type compatibility.									
Selfdestruct	12	Normal • Physical	Special	Sure-hit	—	Area • Foe/Ally	○	○	Geodude, Pineco, Golem, Graveler, Koffing, Claydol, Voltorb, Forretress, Weezing, Electrode, Baltoy
Bounce Back / Snatch — Effect: Explodes in a 3x3 square area centered on the user. No effect if there is a Pokémon on the floor with the Damp Ability, or the weather is Rain.									
Shadow Ball	10	Ghost • Special	★6	★5	8	Line	○	○	Shuppet, Gengar, Gastly, Haunter, Banette, Shedinja, Drifblim, Drifloon, Misdreavus, Sableye
Bounce Back / Snatch — Effect: Inflicts damage and randomly lowers Sp. Defense by 1.									
Shadow Claw	10	Ghost • Physical	★5	★6	30	Front • Foe	○	○	Kecleon, Giratina, Sableye, Charizard
Bounce Back / Snatch — Effect: Inflicts damage. High critical-hit rate.									

The MOVES Column — Items Taken by Pluck and Bug Bite

The Pluck and Bug Bite moves take your held items (if they are one of the items shown at right). That means your opponent can steal useful items like Food, Gummis, seeds, berries, and Health Drinks. If a teammate isn't holding one of these items, and Pluck or Bug Bite is used on them, the foe will search your Treasure Bag for an item to steal - so make sure to have your party equipped with less valuable items and keep your foe's hands off the good stuff!

Items Taken with Pluck and Bug Bite

- Foods other than Grimy Food
- All Gummis
- Heal Seed
- Life Seed
- Golden Seed
- Joy Seed
- Quick Seed
- Slip Seed
- Plain Seed
- Vanish Seed
- Dough Seed
- Reviver Seed
- Reviser Seed
- Eyedrop Seed
- Violent Seed
- All Berries
- All Health Drinks

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Shadow Force	6	Ghost • Physical	★8	★8	8	Front • Foe	○	○	Giratina
Bounce Back / Snatch	Effect	User gains Shadow Force status and attacks on the next turn. Negates Protect status. Cannot be linked.							
Shadow Punch	8	Ghost • Physical	4	Sure-hit	8	Front • Foe	○	○	Gengar, Haunter, Dusclops, Dusknoir
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Shadow Sneak	16	Ghost • Physical	★3	★6	8	Front 2 • Foe	○	○	Ariados, Spinarak, Kecleon, Shuppet, Dusclops, Banette, Shedinja, Spiritomb, Sableye, Dusknoir, Duskull
Bounce Back / Snatch	Effect	Inflicts damage.							
Sharpen	17	Normal • Status	—	Sure-hit	—	Self	○	×	Porygon
Bounce Back / **Snatch**	Effect	Raises Attack by 1.							
Sheer Cold	12	Ice • Special	Special	★1	—	Front • Foe	○	○	Glalie, Kyogre, Dewgong, Spheal, Sealeo, Walrein, Articuno, Snover, Abomasnow, Lapras
Bounce Back / Snatch	Effect	Inflicts extreme damage. Low Accuracy, but deals a one-hit KO. Pokémon with the Sturdy Ability are not affected.							
Shock Wave	8	Electric • Special	★4	Sure-hit	8	Line	○	○	Elekid, Electivire, Electabuzz, Rotom
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Signal Beam	15	Bug • Special	★4	★4	8	Line	○	○	Octillery, Venonat, Dewgong, Chinchou, Remoraid, Ampharos, Volbeat, Porygon, Porygon2, Porygon-Z, Mantine, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Confused status.							
Silver Wind	7	Bug • Special	★4	★3	8	Room • Foe	○	○	Beautifly, Masquerain, Mothim, Finneon, Dustox, Lumineon, Butterfree, Venomoth, Ledian, Ledyba
Bounce Back / Snatch	Effect	Inflicts damage and randomly raises all stats by 1.							
Sing	13	Normal • Status	—	★6	—	Front corner • Foe	×	×	Skitty, Delcatty, Kricketune, Altaria, Swablu, Blissey, Cleffa, Clefable, Clefairy, Wigglytuff, Igglybuff, Jigglypuff, and others
Bounce Back / Snatch	Effect	Inflicts Sleep status. Does not work on Pokémon with the Soundproof Ability.							
Sketch	1	Normal • Status	—	★8	—	Front • Foe	○	×	Smeargle
Bounce Back / Snatch	Effect	Learns foe's last used move, then forgets Sketch. Sketch cannot learn Struggle. Cannot be linked.							
Skill Swap	14	Psychic • Status	—	★8	—	Front corner • Foe	○	×	(None)
Bounce Back / Snatch	Effect	Switches user's and foe's Ability while on the floor. Does not work on Pokémon with the Wonder Guard Ability.							
Skull Bash	15	Normal • Physical	★8	★8	8	Front • Foe	○	○	Wartortle, Blastoise, Sharpedo, Squirtle
Bounce Back / Snatch	Effect	User takes on Skull Bash status (raises Defense by 1) and attacks on the following turn. Cannot be linked.							
Sky Attack	6	Flying • Physical	★8	★7	8	Front corner • Foe	○	○	Altaria, Togekiss, Moltres, Ho-Oh, Noctowl, Lugia
Bounce Back / Snatch	Effect	User takes on Sky Attack status and attacks on the following turn, randomly inflicting Cringe status (target cannot use moves, regular attacks, or Wonder Orbs). Cannot be linked.							
Sky Uppercut	12	Fighting • Physical	★6	★7	8	Front • Foe	○	○	Hitmonchan, Breloom, Blaziken, Combusken
Bounce Back / Snatch	Effect	Inflicts damage. Hits Flying or Bouncing Pokémon with the status.							
Slack Off	17	Normal • Status	Recovery	Sure-hit	—	Self	○	×	Slaking, Slakoth, Chimchar, Monferno, Slowbro, Slowpoke
Bounce Back / **Snatch**	Effect	Recovers 50% of max HP.							
Slam	12	Normal • Physical	★6	★4	8	Front • Foe	○	○	Onix, Sudowoodo, Bonsly, Weepinbell, Wooper, Furret, Sentret, Dragonite, Treecko, Kingler, Krabby, Phanpy, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Slash	11	Normal • Physical	★6	★6	30	Front • Foe	○	○	Armaldo, Torchic, Anorith, Absol, Croconaw, Skarmory, Gallade, Feraligatr, Gabite, Kabutops, Garchomp, and others
Bounce Back / Snatch	Effect	Inflicts damage. High critical-hit rate.							
Sleep Powder	13	Grass • Status	—	★5	—	Area • Foe	○	×	Weepinbell, Victreebel, Gloom, Venonat, Exeggcute, Oddish, Butterfree, Hoppip, Ivysaur, Bulbasaur, and others
Bounce Back / Snatch	Effect	Inflicts Sleep status.							
Sleep Talk	17	Normal • Special	Special	Special	Special	Special	×	×	Snorlax, Whismur, Loudred, Exploud
Bounce Back / Snatch	Effect	If user is attacked while sleeping, Sleep Talk uses 1 PP and counters with one of user's moves. No effect if user has Snore. No effect if used normally.							
Sludge	15	Poison • Special	★5	★6	8	Front corner • Foe	○	○	Gulpin, Koffing, Grimer, Muk, Weezing, Swalot
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
Sludge Bomb	10	Poison • Special	★7	★4	8	Line	○	○	Croagunk, Gulpin, Koffing, Toxicroak, Grimer, Muk, Weezing, Swalot
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
SmellingSalt	15	Normal • Physical	★5	★6	8	Front • Foe	○	○	Hariyama, Makuhita
Bounce Back / Snatch	Effect	Inflicts damage. Double damage if foe has Paralysis status (but move will cure the status).							
Smog	17	Poison • Special	★3	★4	8	Front • Foe	○	○	Torkoal, Houndour, Koffing, Flareon, Magmar, Magmortar, Magby, Houndoom, Magcargo, Slugma, Weezing
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Poisoned status.							
SmokeScreen	10	Normal • Status	—	★8	—	Front corner • Foe	○	×	Kingdra, Torkoal, Seadra, Skuntank, Stunky, Horsea, Koffing, Typhlosion, Charmander, Cyndaquil, Magmar, and others
Bounce Back / Snatch	Effect	Inflicts Whiffer status (target's regular attacks and moves won't hit Pokémon other than itself).							
Snatch	17	Dark • Status	—	Sure-hit	—	Self	○	×	Shuppet, Banette, Deoxys (Normal Forme, Defense Forme)
Bounce Back / Snatch	Effect	User is inflicted with the Snatch Condition.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Snore	16	Normal • Special	★3	★8	8	Front • Foe	×	○	Snorlax, Spheal, Barboach, Sealeo, Walrein, Whiscash, Spoink, Teddiursa, Grumpig, Ursaring
Bounce Back / Snatch — Effect: If user is attacked while asleep, Snore counterattacks and randomly inflicts the Cringe status. Does not work on Pokémon with the Soundproof Ability. No effect if used normally.									
Softboiled	15	Normal • Status	Recovery	Sure-hit	—	Room • Ally	○	×	Blissey, Chansey
Bounce Back / **Snatch** — Effect: All teammates recover 25% of their max HP.									
SolarBeam	9	Grass • Special	★8	★8	8	Front corner • Foe	○	○	Sunflora, Groudon, Solrock, Exeggcute, Cherrim, Cherubi, Chikorita, Tropius, Ivysaur, Venusaur, Bayleef, and others
Bounce Back / Snatch — Effect: User takes on SolarBeam status and attacks on the following turn. Damage is doubled if the weather is Clear, Cloudy, Fog, or Snow. In Sunny weather, user attacks on the same turn, and damage is doubled. Cannot link.									
SonicBoom	11	Normal • Special	Special	★8	—	Line	○	○	Magnemite, Magnezone, Vibrava, Voltorb, Buizel, Flygon, Floatzel, Electrode, Yanmega, Yanma, Magneton
Bounce Back / Snatch — Effect: Inflicts 20 damage. Not affected by type compatibility.									
Spacial Rend	5	Dragon • Special	★6	★5	30	Room • Enemy	○	○	Palkia
Bounce Back / Snatch — Effect: Inflicts damage. High critical-hit rate.									
Spark	15	Electric • Physical	★5	★6	8	Front • Foe	○	○	Magnemite, Shinx, Magnezone, Chinchou, Pachirisu, Voltorb, Plusle, Minun, Electrode, Raikou, Manectric, and others
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Paralysis status.									
Spider Web	16	Bug • Status	—	★8	—	Front corner • Foe	○	×	Ariados, Spinarak
Bounce Back / Snatch — Effect: Inflicts Shadow Hold status (can't move).									
Spike Cannon	10	Normal • Physical	★3× (2-5)	★2	2	Line	○	○	Omastar, Corsola, Cloyster
Bounce Back / Snatch — Effect: Makes 2-5 consecutive attacks.									
Spikes	22	Ground • Status	—	Sure-hit	—	Feet	○	×	Skarmory, Pineco, Cacnea, Deoxys (Defense Forme), Cacturne, Qwilfish, Cloyster, Forretress
Bounce Back / Snatch — Effect: Creates Spiked Tile at user's feet or changes existing trap into Spiked Tile. No effect in corridors and adjoining squares, on squares with items, or on a boss floor.									
Spit Up	12	Normal • Special	Special (★8)	★6	8	Front • Foe	×	○	Ekans, Arbok, Victreebel, Mawile, Gulpin, Qwilfish, Drifblim, Drifloon, Pelipper, Carnivine, Swalot, and others
Bounce Back / Snatch — Effect: Inflicts damage and ends Stockpile status. No effect if Stockpile status is not present. If Stockpile level is 2, damage is doubled; if level is 3, damage is tripled.									
Spite	15	Ghost • Status	—	★8	—	Front • Foe	○	×	Shuppet, Gengar, Gastly, Haunter, Banette, Shedinja, Dunsparce, Spiritomb, Misdreavus, Mismagius
Bounce Back / Snatch — Effect: PP of foe's last move is reduced to zero.									
Splash	50	Normal • Status	—	Sure-hit	—	Self	○	×	Magikarp, Wynaut, Hoppip, Spoink, Feebas, Grumpig, Wailord, Wailmer, Skiploom, Lopunny, and others
Bounce Back / Snatch — Effect: User moves one square, and if that square is occupied, user takes 5 damage and returns to its original square. Cannot be used on floors with the Gravity status.									
Spore	12	Grass • Status	—	★6	—	Room • Foe	○	×	Shroomish, Paras, Parasect
Bounce Back / Snatch — Effect: Inflicts Sleep status.									
Stealth Rock	20	Rock • Status	—	Sure-hit	—	Feet	○	×	(None)
Bounce Back / Snatch — Effect: Creates Stealth Rock tile at user's feet or changes existing trap to Stealth Rock. No effect in corrifors and adjoining squares, on squares with items, or on a boss floor.									
Steel Wing	10	Steel • Physical	★8	★6	8	Front • Foe	○	○	Skarmory
Bounce Back / Snatch — Effect: Inflicts damage and randomly raises user's Defense by 1.									
Stockpile	17	Normal • Status	—	Sure-hit	—	Self	×	×	Ekans, Arbok, Victreebel, Mawile, Gulpin, Munchlax, Qwilfish, Drifblim, Drifloon, Pelipper, Carnivine, and others
Bounce Back / **Snatch** — Effect: Can be used up to 3 times to bost effect of Swallow or Spit Up, and to raise Defense and Sp. Defense by 1.									
Stomp	17	Normal • Physical	★5	★7	8	Front • Foe	○	○	Stantler, Rapidash, Girafarig, Kingler, Krabby, Whismur, Rhydon, Rhyhorn, Loudred, Rhyperior, Tropius, Exeggutor, and others
Bounce Back / Snatch — Effect: Inflicts damage and randomly inflicts Cringe status.									
Stone Edge	7	Rock • Physical	★8	★5	30	Front • Foe	○	○	Geodude, Onix, Golem, Graveler, Rhydon, Rhyhorn, Pupitar, Probopass, Rhyperior, Nosepass, Steelix, and others
Bounce Back / Snatch — Effect: Inflicts damage. High critical-hit rate.									
Strength	12	Normal • Status	—	★8	—	Front • Foe	○	×	(None)
Bounce Back / Snatch — Effect: Hurls a foe at another Pokémon, but does not work on Pokémon with the Suction Cups Ability.									
String Shot	16	Bug • Status	—	★4	—	Line	○	×	Ariados, Spinarak, Caterpie, Wurmple, Weedle
Bounce Back / Snatch — Effect: Lowers Speed by 1.									
Struggle	—	Normal • Physical	★8	★8	8	Front • Foe	○	○	(None)
Bounce Back / Snatch — Effect: Inflicts damage but user takes damage equal to 25% of max HP. Only used when all user's moves are at 0 PP.									

The MOVES COLUMN — Moves with Damage That Varies by IQ Skills

As seen on the right, Return and Frustration's damage depends on a Pokémon's IQ. To do more damage with return, you need a higher IQ, but Frustration does more damage at a lower IQ.

Return and Frustration Damage by IQ

IQ	Return Damage	Frustration Damage
★0.5	5	45
★0.5-1	10	40
★1-2	15	35
★2-3	20	30
★3-4	25	25

IQ	Return Damage	Frustration Damage
★4-5	30	20
★5-6	35	15
★6-7	40	10
★7-10	45	5

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Stun Spore	17	Grass • Status	—	★6	—	Area • Foe	○	×	Beautifly, Masquerain, Weepinbell, Breloom, Shroomish, Bellossom, Gloom, Venonat, Budew, Exeggcute, Oddish, and others
Bounce Back / Snatch	Effect	Inflicts Paralysis status.							
Submission	17	Fighting • Physical	★6	★5	8	Front • Foe	○	○	Machamp, Pinsir, Machoke, Poliwrath, Machop
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP. unless it has the Rock Head Ability.							
Substitute	7	Normal • Status	—	★8	—	Front • Foe/Ally	○	×	Kecleon, Mr. Mime, Mime Jr., Rotom
Bounce Back / Snatch	Effect	User takes on Decoy status.							
Sucker Punch	7	Dark • Physical	★6	★6	8	Front 2 • Foe	○	○	Absol, Ariados, Spinarak, Sudowoodo, Bonsly, Furret, Sentret, Shuppet, Kangaskhan, Mawile, Mightyena, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Sunny Day	12	Fire • Status	—	Sure-hit	—	Weather	○	×	Sunflora, Bellossom, Seedot, Cherrim, Cherubi, Bronzong, Sunkern, Magmar, Magmortar, Magby, Castform, and others
Bounce Back / Snatch	Effect	Changes weather to Sunny (Fire-type moves inflict 50% more damage, Water-type moves inflict 50% less damage).							
Super Fang	17	Normal • Physical	Special	★8	—	Front • Foe	×	○	Rattata, Pachirisu, Bibarel, Bidoof, Raticate
Bounce Back / Snatch	Effect	Halves foes current HP. Not affected by type compatibility.							
Superpower	11	Fighting • Physical	★8	★7	8	Front • Foe	○	○	Croconaw, Feraligatr, Pinsir, Deoxys(Attack Forme), Nidoqueen, Bibarel, Bidoof, Regice, Registeel, Regirock, and others
Bounce Back / Snatch	Effect	Inflicts damage, but user's Attack and Defense decrease by 1.							
Supersonic	10	Normal • Status	—	★8	—	Front corner • Foe	×	×	Seaking, Wingull, Crobat, Magnemite, Whismur, Golbat, Venonat, Shellder, Magnezone, Zubat, and others
Bounce Back / Snatch	Effect	Inflicts Confused status. Foes with the Soundproof Ability are not affected.							
Surf	11	Water • Special	★8	★6	8	Front • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage which is doubled if target is in Diving status.							
Swagger	18	Normal • Status	—	★8	—	Front • Foe	○	×	Entei, Empoleon, Primeape, Carvanha, Mightyena, Croagunk, Slaking, Tauros, Nuzleaf, Shinx, Sharpedo, and others
Bounce Back / Snatch	Effect	Inflicts Confused status, but raises Attack by 2.							
Swallow	15	Normal • Status	Recovery	Sure-hit	—	Self	×	×	Ekans, Arbok, Victreebel, Mawile, Gulpin, Munchlax, Drifblim, Drifloon, Pelipper, Carnivine, Swalot, and others
Bounce Back / Snatch	Effect	Restores 20 HP and ends Stockpile status. No effect if Stockpile status is not present. If Stockpile level is 2, the recovery amount is doubled, and if the level is 3, the amount is quadrupled.							
Sweet Kiss	15	Normal • Status	—	★8	—	Front • Foe	×	×	Shaymin (both Formes), Togetic, Togepi, Pachirisu, Cleffa, Pichu, Happiny, Igglybuff, Smoochum, Luvdisc
Bounce Back / Snatch	Effect	Inflicts Confused status.							
Sweet Scent	22	Normal • Status	—	★8	—	Room • Foe	○	×	Surskit, Masquerain, Illumise, Weepinbell, Victreebel, Bellossom, Gloom, Mawile, Shaymin (both Formes), Chikorita, Tropius, and others
Bounce Back / Snatch	Effect	Lowers Evasion by 1.							
Swift	8	Normal • Special	★5	Sure-hit	8	Front corner • Foe	○	○	Azelf, Skarmory, Aipom, Espeon, Ambipom, Mesprit, Elekid, Electivire, Electabuzz, Sandshrew, Sandslash, Crawdaunt, and others
Bounce Back / Snatch	Effect	Inflicts damage. Always hits.							
Switcheroo	16	Dark • Status	—	Sure-hit	—	Front corner • Foe	○	×	Hypno, Persian, Linoone
Bounce Back / Snatch	Effect	Swaps user's and foe's held item. Does not work if either one has no item or the foe has the Sticky Hold Ability. Always hits.							
Swords Dance	7	Normal • Status	—	Sure-hit	—	Self	○	×	Absol, Gallade, Empoleon, Pinsir, Farfetch'd, Gliscor, Gligar, Zangoose, Crawdaunt, Scyther, Ninjask, and others
Bounce Back / Snatch	Effect	Raises Attack by 2.							
Synthesis	12	Grass • Status	Recovery	Sure-hit	—	Self	○	×	Shaymin (Land Forme), Seedot, Chikorita, Torterra, Tropius, Turtwig, Hoppip, Grotle, Sunkern, Bulbasaur, and others
Bounce Back / Snatch	Effect	Recovers 1-80 HP depending on weather conditions (seep.XXX).							
Tackle	30	Normal • Physical	★4	★8	8	Front • Foe	○	○	Eevee, Geodude, Illumise, Onix, Swinub, Espeon, Skitty, Empoleon, Stantler, Mothim, Gabite and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Tail Glow	22	Bug • Status	—	Sure-hit	—	Self	○	×	Volbeat, Manaphy
Bounce Back / Snatch	Effect	Raises Sp. Attack by 2.							
Tail Whip	22	Normal • Status	—	★8	—	Front • Foe	○	×	Seaking, Eevee, Wooper, Aipom, Espeon, Ambipom, Skitty, Wartortle, Blastoise, Cubone, Marowak, Kangaskhan, and others
Bounce Back / Snatch	Effect	Lowers Defense by 1.							
Tailwind	12	Flying • Status	—	Sure-hit	—	Room • Ally	○	×	Suicune, Xatu, Butterfree, Pidgeot, Pidgeotto, Articuno, Pelipper, Pidgey
Bounce Back / Snatch	Effect	Raises Speed by 1.							
Take Down	19	Normal • Physical	★4	★6	8	Front • Foe	○	○	Eevee, Piloswine, Swinub, Stantler, Growlithe, Gabite, Hippowdon, Garchomp, Carvanha, Rapidash, Pineco, Mightyena, and others
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP. unless it has the Rock Head Ability.							
Taunt	20	Dark • Status	—	★8	—	Front • Foe	○	×	Mightyena, Croagunk, Infernape, Kricketune, Sharpedo, Zangoose, Crawdaunt, Shieldon, Deoxys (Attack Forme), and others
Bounce Back / Snatch	Effect	Inflicts Taunted status (can only use moves that inflict damage).							
Teeter Dance	15	Normal • Status	—	★8	—	Room • Foe/Ally	○	×	Spinda
Bounce Back / Snatch	Effect	Inflicts Confused status.							
Teleport	7	Psychic • Status	—	Sure-hit	—	Self	○	×	Gallade, Kirlia, Abra, Gardevoir, Deoxys (except Speed Forme), Natu, Xatu, Claydol, and others
Bounce Back / Snatch	Effect	Warps user somewhere on the floor. No effect on Pokémon with the Suction Cups Ability. Can't be used on a boss floor.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Thief	20	Dark • Physical	★3	★8	8	Front • Foe	○	○	Kecleon, Mightyena
Bounce Back Snatch	Effect	Inflicts damage and steals foe's held item. Cannot steal if user already has a held item or foe has the Sticky Hold Ability.							
Thrash	12	Norma • Physical	★7×3	★4	8	Front • Foe/Ally	○	○	Croconaw, Feraligatr, Primeape, Pinsir, Cubone, Marowak, Gyarados, Tauros, Pupitar, Nidoking, Spinda, and others
Bounce Back Snatch	Effect	Makes 3 consecutive attacks in random directions.							
Thunder	7	Electric • Special	★8	★4	8	Front • Foe	○	○	Elekid, Electivire, Electabuzz, Jolteon, Ampharos, Pikachu, Plusle, Minun, Mareep, Flaaffy, Manectric, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status. Hits Pokémon in Flying or Bouncing status. Accuracy decreases to ★3 if weather is Sunny, always hits when weather is Rain (p.xxx).							
Thunder Fang	15	Electric • Physical	★5	★6	8	Front • Foe	×	○	Arbok, Arcanine, Hippowdon, Gliscor, Granbull, Shinx, Jolteon, Drapion, Donphan, Steelix, and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status (Speed decreases, cannot use regular attacks, moves, and Wonder Orbs) or Cringe status (cannot use regular attacks, moves, and Wonder Orbs).							
Thunder Punch	17	Electric • Physical	★4	★6	8	Front • Foe	○	○	Hitmonchan, Elekid, Electivire, Electabuzz, Dragonite, Dusclops, Medicham, Ampharos, Magmortar, Dusknoir, Regigigas
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Paralysis (lowers Speed, and cannot use usual attacks, moves, and Wonder Orbs).							
Thunder Wave	17	Electric • Status	—	★3	—	Front • Foe	○	×	Dragonite, Magnemite, Jolteon, Magnezone, Probopass, Chinchou, Ampharos, Nosepass, Dragonair, Pikachu, and others
Bounce Back Snatch	Effect	Inflicts Paralysis status.							
Thunderbolt	10	Electric • Special	★7	★4	8	Area • Foe	○	○	Elekid, Electivire, Electabuzz, Pikachu, Raichu
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status.							
ThunderShock	17	Electric • Special	★3	★6	2	Front • Foe	○	○	Elekid, Electivire, Electabuzz, Magnemite, Jolteon, Magnezone, Ampharos, Pikachu, Pichu, Mareep, Flaaffy , and others
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Paralysis status.							
Tickle	17	Normal • Status	—	★8	—	Front • Foe	○	×	Aipom, Ambipom, Omastar, Omanyte, Whiscash, Mime Jr., Tangrowth, Tangela
Bounce Back Snatch	Effect	Lowers Attack and Defense by 1.							
Torment	16	Dark • Status	—	★8	—	Front • Foe	×	×	Nuzleaf, Chimchar, Monferno
Bounce Back Snatch	Effect	Seals a foe's last used move for as long as foe is on the floor. If foe is already affected by Torment, cancels the previous Torment and then takes effect.							
Toxic	12	Poison • Status	—	★6	—	Front • Foe	○	×	Gulpin, Skuntank, Stunky, Dustox, Vespiquen, Swalot, Roselia
Bounce Back Snatch	Effect	Inflicts Badly Poisoned status (takes 6 damage every 5 turns, and HP does not naturally recover).							
Toxic Spikes	18	Poison • Status	—	Sure-hit	—	Feet	○	×	Skorupi, Beedrill, Tentacruel, Drapion, Nidoran♀, Nidoran♂, Nidorina, Nidorino, Qwilfish, Cloyster ,and others
Bounce Back Snatch	Effect	Creates Toxic Spikes at user's feet or changes existing trap into Toxic Spikes. No effect in corridors and adjoining squares, on squares with items, or on a boss floor..							
Transform	1	Normal • Status	—	Sure-hit	—	Self	○	×	Mew, Ditto
Bounce Back Snatch	Effect	Disguises user as one of the foes on the floor. No effect on a boss floor.							
Tri Attack	17	Normal • Special	★4	★8	8	Front corner • Foe	○	○	Dugtrio, Dodrio, Porygon, Porygon2, Porygon-Z, Magneton
Bounce Back Snatch	Effect	Inflicts damage and either Frozen, Paralysis, or Burn status.							
Trick	17	Psychic • Status	—	★8	—	Front • Foe	○	×	Shuppet, Banette, Mr. Mime, Alakazam, Mime Jr., Kadabra, Rotom
Bounce Back Snatch	Effect	Swaps user and foe's held item. No effect if either one does not have an item, or if the foe has the Sticky Hold Ability.							
Trick Room	10	Psychic • Status	—	Sure-hit	—	Floor • Foe/Ally	○	×	Porygon-Z
Bounce Back Snatch	Effect	Speed randomly increases or decreases by 1. Always hits.							
Triple Kick	15	Fighting • Physical	★4×3	★3	2	Front • Foe	○	○	Hitmontop
Bounce Back Snatch	Effect	Makes 3 consecutive attacks. The second hit is double damage, and third hit is triple damage.							
Trump Card	5	Normal • Special	Special (★3)	Sure-hit	8	Front • Foe	○	○	Eevee, Minun, Slowking
Bounce Back Snatch	Effect	Does 50% more damage if the move PP is less than 75%, 200% damage if under 50%, and 250% more damage if it's under 25%. Always hits.							
Twineedle	10	Bug • Physical	★4×2	★2	2	Line	○	○	Beedrill
Bounce Back Snatch	Effect	Makes two consecutive attacks and randomly inflicts Poisoned status.							
Twister	15	Dragon • Special	★4	★7	8	Front • Foe	○	○	Dragonite, Gyarados, Kingdra, Seadra, Horsea, Dragonair, Pidgeot, Pidgeotto, Pidgey, Dratini, Milotic, Rayquaza
Bounce Back Snatch	Effect	Inflicts damage and randomly inflicts Cringe status. Does double damage to foes in Flying or Bouncing status.							
Uproar	17	Normal • Status	—	Sure-hit	—	Room • Ally	×	×	Whismur, Exeggcute, Chimecho, Doduo, Dodrio, Loudred, Exploud, Lombre, Spinda, Chatot, Hoothoot, Yanmega, and others
Bounce Back Snatch	Effect	Prevents Nightmare, Yawn, Sleep, and Napping status.							
U-turn	12	Bug • Physical	★6	★6	8	Front 2 • Foe	○	○	Gliscor, Gligar, Finneon, Lumineon, Hoppip, Skiploom, Yanmega, Yanma, Jumpluff
Bounce Back Snatch	Effect	Inflicts damage.							
Vacuum Wave	14	Fighting • Special	★5	★6	8	Front 2 • Foe	○	○	Hitmonchan, Scyther
Bounce Back Snatch	Effect	Inflicts damage.							
Vacuum-Cut	7	None • Special	Special	★8	—	Room • Foe	○	○	(None)
Bounce Back Snatch	Effect	Inflicts 18 damage.							
Vice Grip	22	Normal • Physical	★4	★7	8	Front • Foe	○	○	Pinsir, Kingler, Mawile, Krabby, Crawdaunt, Corphish
Bounce Back Snatch	Effect	Inflicts damage.							

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Name	PP	Type • Kind	Power	Acc.	Crit.	Range	Muzzled	Taunted	Pokémon That Learn on Lv Up
Vine Whip	18	Grass • Physical	★4	★6	8	Front • Foe	○	○	Weepinbell, Victreebel, Ivysaur, Bulbasaur, Venusaur, Carnivine, Bellsprout, Tangrowth, Tangela
Bounce Back / Snatch	Effect	Inflicts damage.							
Vital Throw	17	Fighting • Status	—	Sure Hit	—	Self	○	×	Machamp, Pinsir, Machoke, Hariyama, Makuhita, Machop
Bounce Back / Snatch	Effect	Gives user Vital Throw status (hurls opponent if physically attacked, see p.xxx).							
Volt Tackle	8	Electric • Physical	★8	★5	8	Front 2 • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP. Pokémon unless it has the Rock Head Ability.							
Wake-Up Slap	10	Fighting • Physical	★5	★6	8	Front • Foe	○	○	Skitty, Machamp, Machoke, Poliwhirl, Poliwag, Hariyama, Clefairy, Jigglypuff, Makuhita, Miltank, Froslass, and others
Bounce Back / Snatch	Effect	Inflicts damage, but if the foe is afflicted with Nightmare, Sleep, or Rest status, the damage is doubled, but the status will be cured.							
Water Gun	17	Water • Special	★4	★6	8	Front corner • Foe	○	○	Armaldo, Anorith, Croconaw, Wooper, Feraligatr, Octillery, Omastar, Omanyte, Wartortle, Blastoise, Wingull, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Water Pulse	12	Water • Special	★5	★5	8	Line	○	○	Seaking, Kyogre, Wartortle, Blastoise, Shellos, Wingull, Finneon, Psyduck, Golduck, Gorebyss, Squirtle, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Confused status.							
Water Sport	19	Water • Status	—	Sure-hit	—	Floor	○	×	Seaking, Surskit, Masquerain, Psyduck, Golduck, Budew, Goldeen, Barboach, Whiscash, Poliwhirl, Poliwag, Seel, and others
Bounce Back / Snatch	Effect	Damage of Fire-type moves on the floor is reduced by 50%.							
Water Spout	5	Water • Special	Special (★8)	★5	8	Front • Foe	○	○	Kyogre, Wailord, Wailmer
Bounce Back / Snatch	Effect	Inflicts 50% damage if user's HP is under 75%, 20% damage if user's HP is under 50%, and 10% damage if user's HP is under 25%.							
Waterfall	12	Water • Physical	★6	★6	8	Front • Foe	○	○	Seaking, Goldeen
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							
Weather Ball	15	Normal • Special	Special (★4)	★6	8	Line	○	○	Castform, Roserade
Bounce Back / Snatch	Effect	Inflicts damage. Power and type are determined by weather conditions (see p.xxx).							
Whirlpool	17	Water • Special	★3	★4	8	Front • Foe	○	○	Empoleon, Finneon, Gorebyss, Shellder, Lumineon, Clamperl, Huntail, Buizel, Floatzel, Wailord, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Constriction status (can't move, takes 5 damage every 2 turns). If foe is Diving, the damage is doubled.							
Whirlwind	27	Normal • Status	—	★8	—	Front • Foe	○	×	Beautifly, Masquerain, Shiftry, Dustox, Tropius, Butterfree, Hariyama, Pidgeot, Pidgeotto, Pidgey, Makuhita, and others
Bounce Back / Snatch	Effect	Blows foe 10 squares away. If Pokémon hits a wall or another Pokémon, both lose 5 HP. No effect on Pokémon with the Suction Cups Ability. No effect on a boss floor..							
Wide Slash	10	None • Physical	★7	★6	8	Front 3 • Foe	○	○	(None)
Bounce Back / Snatch	Effect	Inflicts damage.							
Will-O-Wisp	17	Fire • Status	—	★8	—	Front corner • Foe	○	×	Shuppet, Dusclops, Banette, Dusknoir, Duskull, Vulpix
Bounce Back / Snatch	Effect	Inflicts Burn status (takes 6 damage every 50 turns, deals 20% less damage).							
Wing Attack	20	Flying • Physical	★4	★8	8	Front • Foe	○	○	Swellow, Dragonite, Wingull, Crobat, Golbat, Scyther, Zubat, Taillow, Mantyke, Honchkrow, Pidgeot, and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Wish	15	Normal • Status	—	Sure-hit	—	Self	○	×	Illumise, Gardevoir, Jirachi, Togetic, Togepi, Natu, Xatu, Latias
Bounce Back / Snatch	Effect	Grants user Wish status (heals 1/30 of user's max HP every turn).							
Withdraw	16	Water • Status	—	Sure-hit	—	Self	○	×	Omastar, Omanyte, Wartortle, Blastoise, Torkoal, Shellder, Squirtle, Shuckle, Torterra, Turtwig, Grotle, and others
Bounce Back / Snatch	Effect	Raises Defense by 1.							
Wood Hammer	10	Grass • Physical	★8	★8	8	Front corner • Foe	○	○	Sudowoodo, Torterra, Exeggutor, Snover, Abomasnow
Bounce Back / Snatch	Effect	Inflicts damage but also damages user by 12.5% of max HP, unless it has the Rock Head Ability.							
Worry Seed	14	Grass • Status	—	★8	—	Line	○	×	Shroomish, Sunflora, Shaymin (both Formes), Budew, Exeggcute, Cherrim, Cherubi, Hoppip, Sunkern, Ivysaur, Bulbasaur, and others
Bounce Back / Snatch	Effect	Inflicts Sleepless status. Won't work on Pokémon with the Truant Ability.							
Wrap	22	Normal • Status	—	★8	—	Front • Foe	○	×	Ekans, Arbok, Weepinbell, Dragonite, Chimecho, Shuckle, Tentacruel, Dragonair, Seviper, Lickilicky, Lickitung, and others
Bounce Back / Snatch	Effect	Inflicts Wrapped status (foe cannot move, and takes 6 damage every 2 turns), but user also receives Wrapped status.							
Wring Out	10	Normal • Special	Special (★3)	★6	8	Front • Foe	○	○	Weepinbell, Octillery, Kabuto, Kabutops, Gulpin, Tentacruel, Seviper, Lickilicky, Lickitung, Carnivine, Bellsprout and others
Bounce Back / Snatch	Effect	Does 50% damage if foe's HP is less than 75%, 20% damage if less than 50%, 10% damage if 25% or less.							
X-Scissor	10	Bug • Physical	★8	★6	8	Front • Foe	○	○	Armaldo, Anorith, Pinsir, Gliscor, Gligar, Kricketune, Zangoose, Sceptile, Scyther, Ninjask and others
Bounce Back / Snatch	Effect	Inflicts damage.							
Yawn	17	Normal • Status	—	Sure-hit	—	Front • Foe	×	×	Wooper, Hippowdon, Snorlax, Kingdra, Slaking, Gulpin, Relicanth, Chimecho, Togetic, Togepi, Slakoth, and others
Bounce Back / Snatch	Effect	Inflicts Yawn status(Sleep after 3 turns). Always hits.							
Zap Cannon	9	Electric • Special	★7	★3	8	Line	○	○	Magnemite, Magnezone, Probopass, Deoxys (Attack Forme), Nosepass, Forretress, Porygon, Porygon2, Porygon-Z, and others
Bounce Back / Snatch	Effect	Inflicts damage and Paralysis status (Speed decreases, cannot use moves, regular attacks, or Wonder Orbs).							
Zen Headbutt	9	Psychic • Physical	★6	★6	8	Front • Foe	○	○	Illumise, Stantler, Girafarig, Tauros, Psyduck, Shelgon, Golduck, Venonat, Cranidos, Hypno, and others
Bounce Back / Snatch	Effect	Inflicts damage and randomly inflicts Cringe status.							

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The MOVES COLUMN — Attack Moves that you can use with Metronome



When you use the Metronome move, random moves from the list below are brought up. The majority of the moves brought up are ones that inflict damage or a negative status on the opponents, but you may want to keep in mind that they include ones like Magnitude, which also inflicts damage on your friends, or Present, which from time to time can heal the HP of your opponents.

Moves That Can Be Used Through Metronome

Absorb	Cross Poison	Eruption	Glare	Luster Purge	Poison Jab	Secret Power	ThunderShock
Air Slash	Crunch	Extrasensory	Grass Knot	Magnitude	Poison Tail	Seed Bomb	Thunder Wave
AncientPower	Crush Claw	Facade	Guard Swap	Magnet Bomb	Poison Sting	Seismic Toss	Tickle
Aqua Tail	Crush Grip	Fake Out	Gust	Magma Storm	Power Gem	Shadow Claw	Torment
Assurance	Curse	Fake Tears	Gyro Ball	Metal Sound	Power Swap	Sheer Cold	Toxic
Attract	Defog	False Swipe	Hammer Arm	Mimic	Power Whip	Skill Swap	Trick
Beat Up	Destiny Bond	FeatherDance	Headbutt	Miracle Eye	Present	SmellingSalt	Tri Attack
Bite	Disable	Feint	Head Smash	Mirror Shot	Psycho Cut	Smog	Triple Kick
Blast Burn	Dizzy Punch	Fire Fang	Heart Swap	Mist Ball	Psycho Shift	SmokeScreen	Trump Card
Blaze Kick	Double-Edge	Fire Spin	Hidden Power	Muddy Water	Punishment	Spite	Twineedle
Block	Double Hit	Fissure	Horn Drill	Mud Bomb	Rapid Spin	Stone Edge	Twister
Brave Bird	Dragon Pulse	Flame Wheel	Ice Fang	Mud-Slap	Return	Submission	U-turn
Brick Break	Dragon Rage	Flare Blitz	Imprison	Natural Gift	Reversal	Super Fang	Wake-Up Slap
Brine	Dragon Rush	Flatter	Iron Head	Night Slash	Roar	Superpower	Whirlpool
Bug Bite	Drain Punch	Fling	Iron Tail	Nightmare	Rock Climb	Supersonic	Will-O-Wisp
Captivate	Dream Eater	Force Palm	Knock Off	Outrage	Rock Slide	Swagger	Wood Hammer
Charge Beam	Dynamic Punch	Frenzy Plant	Last Resort	Pain Split	Rock Tomb	Switcheroo	Wrap
Charm	Embargo	Frustration	Leech Seed	Pay Day	Role Play	Taunt	Wring Out
Close Combat	Encore	Gastro Acid	Leer	Pluck	Sacred Fire	Thief	X-Scissor
Constrict	Endeavor	Giga Drain	Lick	Poison Fang	Sand-Attack	Thunder	Yawn
Copycat	Energy Ball	Giga Impact	Low Kick	Poison Gas	Scary Face	Thunder Fang	Zen Headbutt

About Type Match-ups

POKÉMON TYPE MATCH-UPS

There are 17 types of Pokémon and moves, and each of their compatibilities are determined as seen in the chart below. Even within the same moves, if the compatibility is good (shown with ○), the damage will increase and if it's bad (shown with △ and ×), the damage will decrease. Furthermore, if you use moves that are the same type as yourself, the damage will increase by 50%.

Type of Attacking Pokémon ↓ / Type of Defending Pokémon →	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													△	×			△
Fire		△	△	○		○						○	△		△		○
Water		○	△	△					○				○		△		
Grass		△	○	△				△	○	△		△	○		△		△
Electric			○	△	△				×	○					△		
Ice		△	△	○		△			○	○					○		△
Fighting	○					○		△		△	△	△	○	×		○	○
Poison				○				△	△				△	△			×
Ground		○		△	○			○		×		△	○				○
Flying				○	△		○					○	△				△
Psychic							○	○			△					×	△
Bug		△		○			△	△		△	○			△		○	△
Rock		○				○	△		△	○		○					△
Ghost	×										○			○		△	△
Dragon															○		△
Dark							△				○			○		△	△
Steel		△	△		△	○							○				△

Typeless moves deal damage regardless of type compatibility.

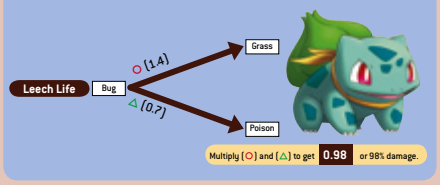
How to read the chart

Symbol	Damage multiplier	Message displayed
○	1.4 (1.7)	"It's super effective!"
No symbol	1	"Regular damage."
△	0.7 (0.5)	"It's not very effective."
×	0.5 (0.25)	"It has little effect."

* The numbers in brackets show the multipliers for Pokémon that have the Erratic Player IQ Skill.

Pokémon with Two Types?

If you use a move on a Pokémon with two types, multiply the two damage multipliers together to get the final damage multiplier. For example, if you use the move Leech Life on Bulbasaur, the result is as shown to the right.



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Special Appendix 1

A Course in Gameplay Techniques

If you want to strengthen your Pokémon team or make your dungeon adventures move along more smoothly, you've come to the right place. Study these various gameplay techniques you can use in *Explorers of the Sky*.

Course 1 Leveling Up



If you raise levels, you and your other Pokémon will become stronger. Level up efficiently and create an elite expedition team.

Technique: Defeat enemy Pokémon in dungeons that allow you to easily earn Exp.

In order to raise your level, defeat numerous enemy Pokémon and earn a lot of Exp. Try going to dungeons where enemies with high Exp. appear, or ones that have a lower risk of defeating your party. Keep fighting until the first gust of wind blows on each floor. (p. 48) The chart below shows recommended dungeons and dojos.



If you have a member with the Illuminate Ability, every attack you receive will call up another enemy, so efficiency will increase.

Dungeons with Good Exp. Rates

Dungeon	Average	Remarks
Marowak Dojo (Dragon Maze)	457	Earn at B5F. Only Bagon appears.
Crystal Crossing	300–350	Appropriate for raising teammates with low levels post-ending.
Sky Peak, 7th Station Pass	350–650	Take Drifblim's Gondola to the 6th station and you can go right in.
Deep Miracle Sea	500–600	Target B4F where Huntail worth 666 Exp. appear.
Spacial Rift	600–700	Best floors are past B8F. Strong enemy Pokémon.

Technique: Rake in the Exp. at Monster Houses

Normally, Monster Houses are considered a dangerous area because of the large number of enemy Pokémon. However, if you can defeat all those that appear, you can earn lots of Exp. at once. The dungeons listed below have a higher probability of Monster Houses turning up, so equip a Wonder Orb that can disable a room full of enemies. In addition, in any dungeon, if you take a job to arrest an outlaw, you can be sure that a Monster House will turn up, so use this to your advantage.



If you link attack moves that have a wide range, you can defeat Monster House enemies very quickly.

Dungeons with Greater Chances of Monster Houses Appearing

- Quicksand Cave (B8-B10F)
- Quicksand Pit
- World Abyss Pit
- Oblivion Forest
- Treacherous Waters
- Southeastern Islands (B3-B24F)
- Inferno Cave (B3-B29F)

Technique: Level up efficiently by increasing Exp. received

When you defeat enemies by attacking with linked moves or while holding specific items, the Exp. you receive will be higher than normal. Listed at right are ways to increase the Exp. received, and combining two or more techniques will allow you to further increase the value. (The Miracle Chest and the Wonder Chest can only be equipped one at a time.)



If you utilize multiple techniques listed in the chart at right, the value of Exp. you receive when you defeat the enemy Pokémon can increase by as much as 130%!

How to Increase Exp.

Technique	Remarks
Defeat enemy after attacking with linked move	Including increase from the techniques listed here, Exp. received increases by 50%
Defeat enemy Pokémon while using IQ Skill Exp. Elite	Exp. received increases by about 10%
Defeat enemy Pokémon while holding Miracle Chest	Exp. received increases by about 30%
Defeat enemy Pokémon while holding Wonder Chest	Exp. received increases by about 15%
Defeat enemy Pokémon with certain exclusive items in the Treasure Bag (*1)	Exp. received increases by about 12%

*1—Relevant exclusive items and the Pokémon that use them are: Evolve Charm (Eevee as well as its evolutions), Frigid Bow (Swinub, Piloswine, Mamoswine), Growl-Scarf (Growlithe, Arcanine), Wurmple Bow (Wurmple, Silcoon, Cascoon, Beautifly, Dustox), Cheer Rock (Plusle), Volt Heart (Minun), Lava Bow (Slugma, Magcargo).

Technique: Make good use of the Joy Seed and the Golden Seed

Somewhere around Lv50, it becomes harder to level because of the Exp. needed. Here, you should utilize the Joy Seed and the Golden Seed – items that raise your level just by using them. The best moment to use them is right after you have leveled up. Furthermore, if you use the techniques listed below, one item can raise the level of two or more Pokémon.

Ways to Raise Levels for Multiple Pokémon with One Item

- The party leader with the IQ Skill Nature Gifter eats the seed, and the level of all party members increases.
- Leader has Pierce Status or the Pierce Hurler IQ Skill: Line up all your teammates, then have the leader throw the seed down the line. All the teammates that it hits will gain a level.

How to Obtain the Joy Seed or the Golden Seed

Item	Where Found
Joy Seed	Find in Bottomless Sea, Shimmer Desert, Mt. Avalanche, Giant Volcano, World Abyss Pit, Mystery Jungle, Oblivion Forest, Treacherous Waters, Southeastern Islands, Inferno Cave, Zero Isle North, Zero Isle East, Zero Isle West, Zero Isle South, Zero Isle Center, and Destiny Tower Appraise Treasure Box dropped by defeated enemy Pokémon on floors with difficulty levels (p. 715) in the range of ★6–★9 Appraise Deluxe Box found on the Treasure Memo Floor in specific dungeons Receive as reward for completing jobs with a difficulty between ★6–★9 Trade for a special offer when you complete over 100 trades at the Recycle Shop (p. 24) Receive in return through Shaymin's Delivery Service (p. 37) Open a Sky Gift received at a Sky Peak checkpoint (p. 145, 716)
Golden Seed	Appraise Deluxe Box found in Golden Chamber (p. 27)

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Course 2 Raising IQ

If you want to strengthen your friend Pokémon, don't just level up. It's also important to raise their IQ so they master IQ skills.



Technique: Collect Gummis and Nectar

Raising the exploration team's IQ involves using Gummis and Nectars. You can obtain these items using the techniques listed below.

Ways to Obtain Gummis and Nectars

Item	Where Found
Color Gummi	Find in various area dungeons Buy at Kecleon Market and dungeon shops Complete jobs that pay with Gummis Appraise Treasure Boxes that you bring back Win the Big Treasure with Prize Tickets Buy a Grab Bag from the Secret Bazaar
Wonder Gummi	Pick up at Treasure Memo Floors, Deep Miracle Sea B3F, Deep Spacial Rift B9F, Oblivion Forest B15F, Treacherous Waters B20F, Southeastern Islands B25F, or specific Treasure Chambers or treasure floors. Or, appraise Treasure Boxes from Zero Isle North, West, East, and South Win the Big Treasure with Gold or Prism Ticket
Nectar	Score at least 7001P on sentry duty without getting everything right Appraise Treasure Box dropped when Combee defeats an enemy Win Big Treasure with items other than a Prize Ticket

Technique: Effectively using Gummis and Nectars

If necessary, you can eat the Gummis you find, but you should bring them back to town. It's more advantageous to turn the Gummis into beverages at the Juice Bar, and drinking them would definitely raise your stats. Furthermore, Wonder Gummis and Nectars are precious, so a leader with Pierce status should hurl one at team members to raise the IQ of multiple Pokémon.

Technique: Dungeons worth visiting to acquire Gummis

If you want a lot of Gummis, visit dungeons with either a higher probability of finding Gummis or treasure floors and Treasure Boxes that may have Gummis in them (see below). The Marine Resort has an especially high number of Gummis.

Dungeons with a Higher Probability of Finding Gummis

- Apple Wood
- Craggy Coast
- Marine Resort

Dungeons with Treasure floors Holding Treasure Boxes with Gummis

- Serenity River
- Landslide Cave
- Lush Prairie
- Tiny Meadow
- Oran Forest
- Concealed Ruins
- Marine Resort
- Lake Afar
- Happy Outlook
- Mt. Mistral
- Shimmer Hill
- Lost Wilderness
- Midnight Forest

Technique: Enter a dungeon with the IQ Booster

When Pokémon equipped with the IQ Booster visit certain dungeon floors, their IQ increases. The best place to use this technique is Labyrinth Cave. Enemies there are weak, but your IQ will rise with every floor. For each time you clear the cave, your IQ will rise by as much as if you ate two favored Gummis. However, IQ Boosters are very rare and difficult to obtain.

How to Obtain IQ Boosters

- Appraise Treasure Box brought back from Treasure floor in Inferno Cave B30F
- Win Big Treasure with Prism Ticket

Course 3 Shoplifting

If you take items from dungeon shops without paying, powerful Kecleon will appear. But make a succesful getaway and you'll get the items for free.



Technique: Get the item and get away using the Trawl Orb

If you use the Trawl Orb on floors where shops appear, the shop inventory will warp right to you. Use it by the stairs and take as many items as you can before the Kecleon come. You may be able to make a clean getaway to the next floor.



It may help your getaway if you collect all the free items on the floor before using the Trawl Orb.

Technique: Warp to the stairs by eating Pure Seeds

You can warp to the stairs by using a Pure Seed. So, if you take a Pure Seed from the shop and eat it, you automatically escape to the stairs. Team members should already be standing by the stairs with the "Wait there" tactic.



If you shoplift with teammates, there is a greater chance that your teammates will be defeated before the leader who warped can reach the stairs.

Technique: Sneak to the stairs while invisible

One way to get a freebie is to use Vanish Seeds or the Invisify Orb to gain Invisible status after you have taken the products from the store. Try this when the shop is close to the stairs, keeping in mind the duration of the status change. You can move safely as long as you use the item before leaving the carpeted area, since the storekeeper will not notice you until the status ends nor will any other Kecleon. However, if you move to the next floor before you are noticed, the products you take will disappear. Always cancel the status change before you use the stairs.



Invisible status ends after about 20 turns. Renew the status change or you'll be in danger.

Technique: Stay on the move using escape techniques to reach stairs

Other than the techniques already mentioned, there are a few more ways you can escape to the stairs. Here are some that are fairly easy to do.

Ways to Escape to the Stairs

- Using a Pokémon that can pass through waterways, valleys, or walls, evade Kecleon by entering these terrain types.
- Prevent attacks from Kecleon by utilizing Wonder Orbs that disable opponents. The most effective is the Foe-Hold Orb, which inflicts Petrified status on all enemies on the floor
- Put one of the Kecleon in Decoy status. However, you can still be attacked by other Kecleon that are unaware of the decoy.
- If there are no walls between you and the room with the stairs, move straight there by using Pounce Orb
- Use the strategy on next page to defeat Kecleon

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Course 4 Battling Kecleon

Kecleon are extremely powerful and hard to recruit, even when defeated. You'll need to use your brains if you want Kecleon in your party.



Technique: Maximize the possibility of a defeated Kecleon becoming a friend

As with other Pokémon, you can defeat and recruit the Kecleon who owns the dungeon shop you shoplifted from. However, in order to succeed, you must fulfill all of the requirements listed below. Even then, chances of recruiting it are very slim at 0.1%. Kecleon is extremely powerful, so prepare your team thoroughly before going into battle.



It's rare, but if you fulfill all requirements, you might recruit Kecleon. Don't give up fighting!

Technique: Beat Kecleon by using weather, Ability, and moves

In order to recruit Kecleon, make one of the Pokémon listed at right a leader at Lv99 or above who has mastered the Fast Friend IQ Skill, the SolarBeam move, and moves that recover HP (Synthesis, Absorb, Moonlight, Rest, Mega Drain, etc.). In addition, equip the items listed at right and use the strategy at right to defeat Kecleon.

How to Effectively Defeat Kecleon

On a floor with a shop, eat the Violent Seed and use the Mobile Orb and Sunny Orb.

↓

Take a shop item and head toward a wall without paying.

↓

Enter the wall to protect against being attacked, and defeat Kecleon by attacking with SolarBeam. After your PP are used up, use HP recovery moves and then a Max Elixir.

Pokémon Recommended for Recruiting Kecleon

- Oddish
- Gloom
- Vileplume
- Bellossom
- Exeggcute
- Exeggutor
- Hoppip
- Skiploom
- Jumpluff
- Sunkern
- Sunflora
- Cherubi

Items You Should Equip

Name	Number	Use
Golden Mask	1	Leader equips to make recruiting Kecleon easier
Violent Seed	1	Increases Sp. Attack by 10 to inflict greater damage
Sunny Orb	1	Changes weather to Sunny, letting Chlorophyll enable successive attacks and strengthen SolarBeam
Mobile Orb	1	Grants Mobile status, letting you enter walls
Max Elixir	Many	Recovers used PP
Radar Orb	1	Detects the movements of the Kecleon (not necessary but convenient)

Course 5 Monster Houses

Numerous enemy Pokémon will pounce as soon as you enter a Monster House. You're likely to be defeated unless you prepare properly.



Technique: Learn the differences between regular rooms and Monster Houses

Monster Houses appear identical to other rooms until you enter them, but they have special characteristics. If you use the techniques listed below, you can identify these rooms before entering. All the techniques have requirements such as certain items, but they will prevent you from accidentally entering a Monster House.



The disadvantage of using dropped items to investigate is that if the floor is dark, only the items close to the entrance are visible.

How to Detect Monster Houses

Strategy	Ways to Detect
Check the number and kind of items dropped in the room	Probably a Monster House if there are items in the room that do not belong in that dungeon, definitely if there are many items in the room
Check the number of Wonder Tiles in the room	In pre-ending dungeons, rooms with many Wonder Tiles are most likely Monster Houses
Check the number of traps using Goggle Specs or Eyedrop Seeds	In post-ending dungeons, rooms with many traps are most likely Monster Houses
Send teammates with the House Avoider IQ Skill toward the room	Watch the teammate after shifting its tactic to "you go the other way". If the teammate does not enter the room, it's a Monster House

Technique: Tackle Monster Houses by using items and moves

Numerous enemy Pokémon appear when you enter Monster Houses. It's dangerous to fight them directly, so use the techniques suggested below. Especially recommended is the technique using a Wonder Orb that incapacitates the enemies in the room. The strategy of fighting by escaping into a corridor is best if you use it immediately after you enter the room. However, be cautious and use the "Wait there" tactic on your teammates so that the leader has room to escape, and the teammate that switches positions with the leader is not defeated.

Effective Ways to Tackle Monster Houses

- Use Wonder Orbs that stop all enemies in the room or on the floor. (Petrify Orbs and Foe-Hold Orbs are the most effective). The Spurn Orb is also effective as an alternative to these Wonder Orbs.
- Inflict one of the enemy Pokémon with Decoy status.
- Fight or escape while in Invisible status.
- Use moves that can attack the whole room or a wide area.
- Escape to the corridor and fight the enemies who chase you.



It's good to escape or defeat the foes while they're disabled by a status infliction from Wonder Orbs.



If you move back a square when a friend is in a corridor behind you, the friend who switched spots with you will end up in the Monster House.

Course 6 Other Techniques

Here we present some useful techniques that you should know, related to enemy Pokémon and traps that obstruct your way through the dungeon.



Technique: Walk through a room safely by stepping on squares without set traps

The squares listed on the right won't initialy have traps set on them. It is easier to avoid traps f you walk on these sqaures when crossing a room.

Squares with No Set Traps

- Squares where there are (were) dropped items
- Corridors and squares connected to them
- Squares other than the usual tiles

Technique: Switch strategies to prevent teammates from stepping on traps

When a teammate will end up stepping on a trap if it keeps walking, use the "Wait there" tactic. Afterward, on a trap-free square between teammates, switch to the "let's go together" tactic.

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Keep enemy Pokémon from using their moves by forcing them to pick up throwing items

When you battle foes with dangerous moves, have them pick up throwing items off the floor. An enemy with at least ★ 1.5 IQ will pick up and use the item, so there are fewer turns for them to use their fatal moves on you. Furthermore, if you equip nothing and use the Item Catcher IQ Skill, you will catch items thrown by the enemy and receive no damage. Throw or use the item immediately to free up your hands and keep the damage flowing one way only.

Find traps without stepping on them

Use the techniques listed below to discover traps before you step on them. Furthermore, there are no traps on treasure and boss floors, so you can move through them safely.

Ways to Find Traps Without Stepping on Them

Technique	Use
Use regular attacks	Detects traps directly in front of you
Drop or throw items	Detects traps on the space where the item dropped (If item hits wall, trap cannot be seen and the item drops on the neighboring space)
Hold Goggle Specs or eat Eyedrop Seed	Detects traps around the floor
Use See-Trap Orb	Detects traps within the room
Leader uses Trap Seer IQ Skill	Detects traps while passing over but not stepping on them

Enemy Pokémon are weak when they're hungry

Enemies will become famished if you throw Hunger Seeds at them or make them hold a Diet Ribbon. They can't move and the damage they inflict will be 1 (this excludes attacks with set damage). In the case of the Diet Ribbon, it is better not to equip anything yourself so that if the foe throws the ribbon back, you can catch and reuse it.



It's hard to lose a battle against a famished enemy when its attacks will only inflict 1 damage .



Enemies with the Self-Curer IQ Skill will not become starving from the Hunger Seed, so be careful.

Special Appendix 2

Explorers of the Sky
Secret Intelligence Memo

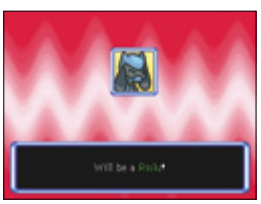
From detailed techniques on how to obtain exclusive items, to rare footprints of Pokémon who appear during sentry duty, we reveal a variety of secret information! Use these tips so that you can replay this game and find something different every time!

The Secrets of the Personality Quiz

At the start of the game, a Pokémon personality quiz consisting of eight personality or human nature questions and one gender question will be used to determine the hero Pokémon, as seen in the chart on the right.

The 64 questions are randomly selected. Each question answered will be scored along 16 personality categories. The category with the highest score at the end of the test will determine the diagnosed player's personality.

You will also be asked the question, "Have you ever played *Explorers of Time* or *Explorers of Darkness*?" If you answer yes to this question, the hero Pokémon will most likely be Vulpix, Eevee, Phanpy, Shinx, or Riolu, and you'll have a better chance of befriending defeated enemy Pokémon in dungeons. However, Phanpy, Shinx, and Riolu are only available for boys, and Vulpix, Eevee, and Skitty are only available for girls.



There are 19 possible hero Pokémon. For partner Pokémon, you have two more to choose from, for a total of 21.

Hero Pokémon According to Personality and Gender

Personality / Gender	Boy	Girl
Rash	Mudkip	Torchic
Timid	Cyndaquil	Turtwig
Calm	Chikorita	Cyndaquil
Hardy	Torchic	Treecko
Quirky	Squirtle	Piplup
Lonely	Bulbasaur	Mudkip
Docile	Charmander	Bulbasaur
Bold	Turtwig	Squirtle
Hasty	Shinx	Pikachu
Sassy	Riolu	Totodile
Relaxed	Phanpy	Vulpix
Naive	Chimchar	Skitty
Brave	Pikachu	Charmander
Jolly	Totodile	Eevee
Quiet	Treecko	Chikorita
Impish	Piplup	Chimchar

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Answer List and Scoring

Questions	Answers	Score Allocation															
		Rash	Timid	Calm	Hardy	Quirky	Lonely	Docile	Bold	Hasty	Sassy	Relaxed	Naive	Brave	Jolly	Quiet	Impish
You have a really important test tomorrow! What do you do?	Study all night long.				2												
	Wing it! I'm sure it will be fine!											2					
	Test?! I think I have a fever...												2				
Have you ever blurted something out without thinking about the consequences first?	Yes.	2					2										
	No.				1												
You run into a new person that you haven't talked to very much before. What do you do?	Make small talk.			1													
	Say nothing.					1											
	Make an excuse to get away!		2														
Everyone around you is laughing hard at something you think is pretty boring. What do you do?	Nothing in particular.								1					2			
	Try laughing with them.		1				2										
	Depends.					1										1	
Good news and bad news... Which one do you want to hear first?	The good news.											2					
	The bad news.								1				2				
	Neither.		2														
Do you prefer to play outside rather than inside?	Yes.	2															2
	No.			1													
You discover a beat-up-looking treasure chest in some ruins. What do you do?	Open it!	1								2				2			2
	Get help opening it.		1														
Do you prefer to be busy or to have a lot of free time?	Being busy.						2				1						
	Free time!			2													
	In between.					2											
Have you ever said "nice to meet you" to someone you've met previously?	Yes.	2				2											
	No.			1													
Once you've decided something, do you see it through to the end?	Yes.				2												
	No.					2				1							
You see a cake that is past its expiration date, but only by one day. What do you do?	Not a problem! Chow time!											1		2			
	Think about it briefly, then decide.		1														
	Get someone to try it first.								2								
Do you want to be taller someday?	Totally!										2						
	Of course not.			1													
Have you ever thought that if you dug in your backyard you could find buried treasure?	Yes.												2				
	No.															1	
You're at a movie theater. What are you there to see?	An action movie.										1						2
	A drama.				2												
	A romantic movie.					2											
You're packing your classroom's snacks for a picnic when you get hungry. What do you do?	Eat just a tiny bit.									2							
	Hold myself back and pack it all up.				2												
	What snacks? They're in my belly!	2															
You've just stuffed yourself with a good meal when a great dessert arrives. What do you do?	Eat it. Who cares if I'm stuffed?	1								2							
	Turn it down. It's too fattening!				1												
	Yum! I love dessert the most!								2			1			2		
You've been handed a large bag as a souvenir. What do you do?	Wait until I get home to open it.							2									
	Shake it!												2				
	Open it!	2															
	It's smaller than everyone else's...						2										
You're about to buy a popular game when someone else gets the last copy! How do you feel?	Whatever.			2													
	Annoyed. I was here first!											2			2		
	I shed a few tears.						2										
Have you ever looked at your reflection in a mirror and thought, "What a cool person"?	Certainly!										2		1		1		
	Well, not really...				1												
Have you ever accidentally called a teacher "Mom" or "Dad"?	Yes.	2															
	No.															1	
There's a rumor around about a ghost haunting the school bathrooms! What do you do?	Scary...bathrooms!		1					2									
	Go in there anyway.								1			1			2		
Have you ever forgotten you bought something and bought another one?	Yes.	1				2				1							
	No.															1	
Do you like karaoke?	Yes.										2				2		
	No.		1							1							
Have you ever realized you were hogging the conversation?	Yes.	2								2							
	No.							1								1	
You notice that a toy you bought for full price yesterday is marked down to half price today! How do you feel?	Heartbroken...				2												
	Aaaargh!							2									
	Bad timing, I guess...			2					2								
Your friend suddenly won't listen to you, when everything was fine yesterday. What happened?	Maybe they're sick.									2							
	They're lost in thought.															2	
	What?! Why?!		1														
How are your mornings?	Always in a rush!													2			2
	Always perfect.															1	
	They are OK.		2					1									
Hey, what's that? There's someone behind you! So...did you look just now?	Don't do that! It scared me!		2														
	OK, I admit it. You tricked me.							2									
	No way. I didn't fall for it.						2				2						
	Huh? What?											2					
What's your studying style?	Working hard, every day.				2												
	If I remember to...					2				1							
	I just cover what I need to.															1	
	I can't really do it alone...						2										
You take off your shoes to realize your socks are two different colors! What do you do?	Get embarrassed!							2									
	Again?!	2															
	I meant to do that!														2		
Did you make any New Year's resolutions?	Of course!				2												
	Nope.	1				2											
	What are those?											2					

*When the highest score is tied, the final decision will be a random choice from those top two.

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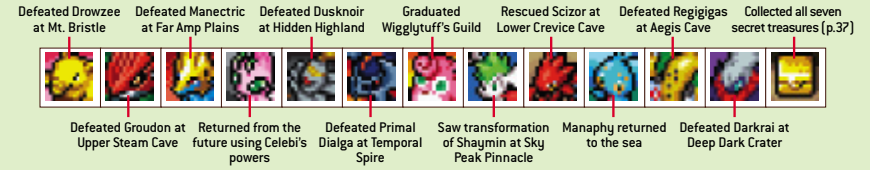
Questions	Answers	Score Allocation																	
		Rash	Timid	Calm	Hardy	Quirky	Lonely	Docile	Bold	Hasty	Sassy	Relaxed	Naive	Brave	Jolly	Quiet	Impish
You're in a completely silent assembly when you suddenly hear someone pass gas! How do you react?	Roll on the floor laughing!												1		2		
	Just let it go by...							1									1
	Who was that?!													2			
Do you think you have good study habits?	Yes.							2									
	No.	1											2				
	Well, I never lose at sports!																2
You're in class when you realize that you really have to go to the restroom! What do you do?	Ask for permission to leave.								2					2			
	Sneak out.									1							
When you see a switch, do you feel an overwhelming urge to flip it?	Hold on until class ends!		1														
	Yes.									2							
	No.			1													
You've been invited to a wonderful party. It's time for the party to start, but there's nobody there! You think...?	Did something happen?						2	2									
	Maybe I have the day wrong?											2			2		
Are you truly sincere when you apologize?	Let's get this party started!								2								
	Of course.						2	1									
	That's not easy to admit!		2				1										
You fail miserably! Everyone found out, and they're disappointed in you... What do you do?	Try and hide.		1														
	Think of an excuse.										1		2				
	Drop down and play dead!	2															
	Show it a little by playing together.														2	1	
You want to reveal that you like someone a whole bunch! What do you do?	Make it obvious by...playing a prank!						2						1				
	State it clearly for all to hear!								1					2			2
	Keep it to myself! It's too risky!		1														
You've won big on a raffle ticket! You say...	Woo-hoo!												2		1		
	I can't believe it...		1														
	This is my little secret.															2	
You find something at a great bargain price! What do you do?	Buy it right away!									2							
	Think about whether you need it.															1	
	Demand an even bigger discount!								2								
You've been asked to do a difficult task. What will you do?	Do it myself.				2									1			
	Ask someone to help.							1									
	Make someone else do it!								2		1						
Do you think it's important to be fashionably late?	Yes.								2							2	
	No.													2			
	I don't know.							2									
The phone's ringing! What do you do?	Answer right away!						2			2							
	Wait a bit before answering.															1	
	Ignore it and let it ring.		1														
Do you think blaming something you did on someone else is sometimes necessary?	Of course!										2					2	
	No way!													2			
	Stay on the sidelines.			1													
The people at the next table are singing for someone's birthday. What do you do?	Sing along!												2		2		
	Walk away.						1				2						
	I want to go too!												2				
Your friends seem to be making plans to hang out, just out of earshot. You think...	No big deal.						2										
	Will they invite me?		1														
	I'm there!								2								
Your friend offers to treat you to dinner. What do you do?	Allow me.														2		
	Thanks...					2											
	"Terrible!"													1		1	
Your friend has made a meal that tastes terrible. They ask, "How is it?" You say...?	Just smile.			2			1										
	"Um, it's...good."	1	1														
Your friend is running a little late to meet you. Is that OK?	Yes.								2			1					
	Not at all!						2			1							
Do you think it's important to always aim to be the best?	Of course!						1				2						
	No.			2		1											
Do you like lively parties?	Yes.						1								2		
	No.															1	
Do you think that, no matter what, life goes on?	All the time!											2			1		
	Never.															1	
	Jump on it!									1	1						
You see a big and comfortable bed. Your first reaction is to...	Belly flop!																2
	Curl up.						2										
	Get mad!									2							
You're daydreaming...when your friend sprays you with water! What do you do?	Get sad.						2										
	Woo-hoo! Water fight!												2		2		2
Your friend takes a spectacular fall! What do you do?	Help my friend up!						1							2			
	Laugh! It's too funny!	1											2				2
	Run away! How embarrassing!		2														
You're on a stroll when a TV crew pounces on you for an interview. What do you do?	Answer questions properly.										2			2			
	Yuck it up! Woo-hoo! I'm on TV!								1				2				
	I'm not giving up yet!				2									1			
You're running a marathon, and at the start you fall flat on your face! What will you do?.	Just give up.					2											
	Shout, "START OVER!"	1							2								
	Don't tell anyone.		1						2								
Everyone's sharing a dessert, and there's an extra piece. What do you do?	Let everyone know.	2						2									
	First come, first served!																2
Have you ever told a joke that just completely fell flat?	Yes.												2				1
	No.			2													
	Seared steak.												2				2
You're eating at a very fancy restaurant known for its food. Which course do you select?	Healthy fish.				1												
	Anything! It's all good!								2								
You're hiking up a mountain when you reach diverging paths. Which kind do you take?	Narrow.												1				2
	Wide.		1			2											
Do you want to be famous?	Yes.						2				2						
	No.											1					
If you saw someone doing something bad, could you scold them?	Of course!								1		2			2			
	Not really.		1														

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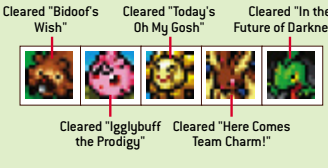
The Secrets of Pokémon Icons

The screen that pops up when you select "Adventure Record" from the "Continue" command in the main menu shows the names of the hero Pokémon, as well as icons corresponding to your progress through the story, as seen below. Each icon shows the Pokémon's tied to the story event.

Main Story Icons



Special Episode Icons



The Secrets of Sentry Duty

The job of the sentry is to look at the footprints of the Pokémon who visit the guild and then determine which one of four Pokémon they belong to. Six Pokémon visit per shift, and each correct answer adds to your score. If you're aiming for a high score, you should memorize all 100 footprints of the Pokémon who can possibly visit the guild (see below) – but be aware of the rules! Incidentally, the payment you receive from Chatot after the job is done will depend on the conditions listed on the right.



The top screen shows the footprint of the visiting Pokémon and the time gauge; the bottom screen shows the choices and hints.

Payment You Can Receive in Chapter 4

Results	Payment Received
All Correct	500 Poké, Joy Seed, Ginseng, Life Seed
7001P+	200 Poké, Zinc, Nectar
4001P+	100 Poké, Protein

Payment You Can Receive in Chapter 6

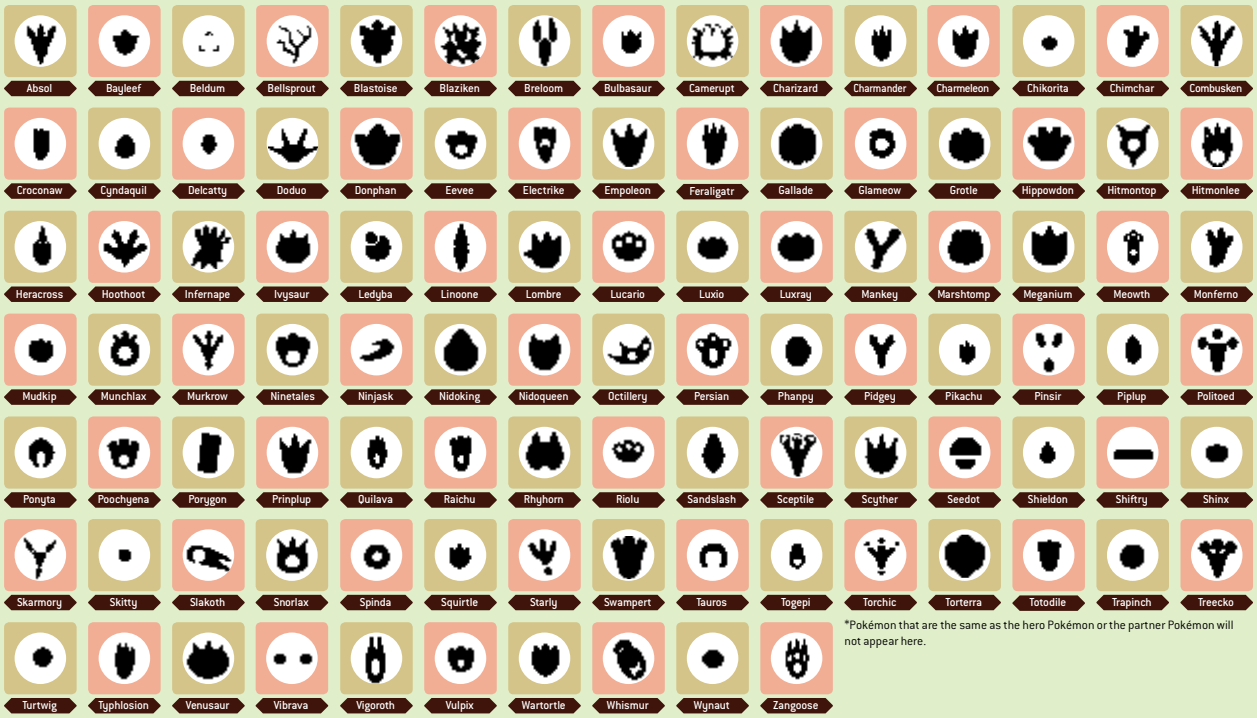
Grade		Payment Received
All Correct	Normal	300 Poke, Def. Scarf, Reviver Seed, Heal Seed
	Beat High Score	400 Poke, Pecha Scarf, Reviver Seed, Heal Seed
7001P+	Normal	100 Poke, Max Elixir, Nectar
	Beat High Score	200 Poke, Heal Seed, Nectar
4001P+	Normal	50 Poke, Oran Berry
	Beat High Score	100 Poke, Max Elixir

*If all answers are correct, your grade is "All correct" regardless of your score.

Rules for Sentry Duty

- Up to two mistakes per shift (not on the same question) can be corrected after a warning from your partner.
- Questions move on after a wrong response or if the answer period goes longer than 16 seconds.
- You can get as much as 1499P for a correct answer. There is a penalty of -60P per loss of a tick on the time gauge, and -250P per warning from your partner.
- Bonus 2000P if you get all questions correct.

Footprints of Pokémon That Visit the Guild



*Pokémon that are the same as the hero Pokémon or the partner Pokémon will not appear here.

The Secrets to Obtaining Exclusive Items

You can acquire exclusive items with the techniques listed below. Collect as many exclusive items as you can by learning their characteristics.

How to Obtain 1 — Acquisition Technique 1: Receive as payment for a job

You can receive exclusive items for completing jobs that have a difficulty level of ★ 5 or higher, where the reward is "???" You'll obtain an item with a rarity of ★ 1, specific to the Pokémon who posted the job (or the outlaw, in the case of an outlaw-catching job). However, if the Pokémon who posted the job (or the outlaw) does not have a ★ 1 exclusive item, you will receive Dust (such as Normal Dust) that corresponds to the Pokémon's type.

Examples of Exclusive Items You Can Receive as Payment

If client is a Bulbasaur	If client is a Hoppip
★1 Exclusive Item: Yes	★1 Exclusive Item: No
Bulba-Claw or Bulba-Fang	Grass Dust or Sky Dust

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How to Obtain 2 — Acquisition Technique 2: Pick up a Treasure Box

When a defeated enemy drops a Treasure Box, sometimes it contains an exclusive item for that Pokémon that has a rarity ★1. (If that Pokémon has no such exclusive item, then the box contains a ★1 rarity exclusive item for another Pokémon.) Take the box back to town and have it appraised, and you can obtain the exclusive item inside.

Examples of Exclusive Items in Treasure Boxes Dropped by Foes

If Bulbasaur dropped the Treasure Box	If Hoppip dropped the Treasure Box
★1 Exclusive Item: Yes	★1 Exclusive Item: No
Bulba-Claw or Bulba-Fang	Exclusive Item Rarity ★1 for Any Pokémon
	*Exclusive type-related items do not appear.



How to Obtain 3 — Acquisition Technique 3: Hatch a specific Pokémon Egg

When the Pokémon listed on the right hatch from Eggs, they can have rare exclusive items that cannot be found anywhere else. If you would like to acquire these items, complete jobs that fulfill the requirements listed below, and then receive the Egg. Also, if Bonsly, Elekid, Pichu, and Magby fulfill the conditions for becoming a client (p. 32), there is a chance to hatch them from Eggs received at the Juice Bar.

Conditions for Jobs Where You Can Get Eggs for the Pokémon Listed at Right

- Your destination is a floor where the listed Pokémon (or their evolved forms) appear
- The payment is "???"

Exclusive Items Held by Hatched Pokémon

Hatched Pokémon	Held Exclusive Items
Azurill	Blue Jewel
Bonsly	Guard Sand
Cleffa	Fallen Star
Elekid	Yellow Jewel
Happiny	White Jewel
Igglybuff	Fluff Dust
Magby	Red Jewel
Mantyke	Heal Dew
Mime Jr.	Purple Jewel
Pichu	Thundershard
Riolu	Brave Dust
Smoochum	Chic Shard
Togepi	Egg Shard
Tyrogue	Heroic Medal
Wynaut	Laugh Dust

How to Obtain 4 — Acquisition Technique 4: Find in Treasure Chambers or Treasure Floors

Exclusive items (or Treasure Boxes with exclusive items) are found in some Treasure Chambers. You will need Keys to open these chambers, so use the techniques in the Ways to Obtain Keys sidebar. However, on Zero Isle West and South, where you cannot equip items, you'll have to find Keys in the dungeons. Also, in Treasure Chambers on Zero Isle West B16, B26, B30, and B35F, there is a waterway between the chamber entrance and the exclusive item. Either use a leader Pokémon who can traverse the water or equip a Sunny Orb. The market in Treasure Town sells these Orbs, so if you see one, buy it.

Ways to Obtain Keys

- Buy them in Treasure Town shops after Guild Graduation
- Pick them up in Aegis Cave
- Pick them up in Zero Isle East, West, and South

Treasure Chambers and Floors Where You Can Obtain Exclusive Items

Dungeon	Floor	Exclusive Item
Deep Miracle Sea	B3F	Seabed Veil, Air Blade, Silver Veil
Concealed Ruins	B29F	Ice Sash, Ancient Ring, Steel Sash, Rock Sash
Deep Spacial Rift	B9F	Lunar Veil, Sky High Veil, Plasma Veil
Lake Afar	B15F	Blue Silk
Mt. Mistral	B15F	Grass Silk
Shimmer Hill	B15F	Yellow Silk
Midnight Forest	B15F	Red Silk
Oblivion Forest	B15F	Exclusive item for leader *1
Treacherous Forest	B20F	Exclusive item for leader *2
Southeastern Islands	B25F	Exclusive item for leader *3
Zero Isle North	B10F	Brown Silk
	B13F	Sky Silk
	B16F	Clear Silk
	B19F	Thunder Veil, Fire Veil, Freeze Veil
	B22F	Eclipse Robe, Reviver Robe, Shadow Veil
	B26F	Orange Silk
Zero Isle North	B30F	Green Silk
	B35F	Iron Silk
Zero Isle East	B15F	Hope Robe, Charity Robe, Edify Robe
	B20F	Royal Silk
	B40F	White Silk
Zero Isle West	B9F	Pink Silk
	B13F	Gold Silk
	B17F	Life Ring, Havoc Robe, Heart Brooch, Eon Veil
	B21F	Gray Silk
	B25F	Nether Veil, Terra Ring, Searing Ring
	B29F	Purple Silk
	B33F	Black Silk
Zero Isle South	B15F	Wish Mantle, Time Shield, Chrono Veil
	B25F	Flare Fang, Aqua Mantle, Rainbow Veil, Bolt Fang
Zero Isle Center	B50F	Any of the leader's exclusive items

*1—Rarity ★1, you'll receive the first item on p.456-502
*2—Rarity ★1, you'll receive the second item on p.456-502
*3—Rarity ★2, you'll receive the ★2 item.

How to Obtain 5 — Aquisition Technique 5: Make a swap

When you go to Croagunk's Swap Shop to swap, a list of currently available exclusive items will be displayed. The swap is completed when you select the exclusive item you want and exchange it for the necessary exclusive item. There are two patterns to swapping: swap a ★1-2 rarity item exclusive to the same Pokémon or type of Pokémon as the item you want, or trade multiple exclusive items regardless of kind.

Combinations of Swappable Exclusive Items

What You Can Get	What You Hand Over
★1 Exclusive item	2 exclusive items of any kind
★2 Exclusive item	3 exclusive items of any kind
	2 kinds of ★1 Exclusive items for the same Pokémon or Pokémon type
★3 Exclusive item	5 exclusive items of any kind
	2 kinds of ★1 Exclusive items for the same Pokémon or Pokémon type and a ★2 Exclusive item

The Secrets of Journals

In B2F of the Guild, there are two crew rooms apart from the hero's room, where Sunflora's Oh My Gosh Diary and Bidoof's Yup Yup Journal are located. Sunflora and Bidoof will write entries about events occurring around them, so when it is time for updates, go over and read them.



Each of these diaries show the personalities of Sunflora and Bidoof, and you won't forget their signature phrases: "Oh my gosh" and "Yup, yup."

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Titles of Journals and When They are Updated

No.	Title of Journal		When Headings Are Updated
	Sunflora's Oh My Gosh Diary	Bidoof's Yup Yup Journal	
1	What a Scream!	I'll Try Hard!	(from beginning)
2	That Silly Loudred!	Happy Time!	After clearing Mt. Bristle in Chapter 3
3	Lovely Food!	Bulletin Board Goof-Up	After finishing Chapter 3
4	Exploration Basics	Exploring With Sunflora	After finishing Chapter 4
5	Types and Matchups	Moves are Awesome!	After finishing Chapter 5
6	Mystery!	Gas Attack!	After Team Skull joins the expedition team in Chapter 6
7	A Rare Expedition	Expedition!	After receiving orders from Chatot to obtain the Perfect Apple
8	Inspiration!	Camaraderie	After clearing Apple Woods in Chapter 6
9	Back Home!	Awesome Expedition	After finishing Chapter 9
10	Oh My Gosh! Dusknoir!	No Sleep!	After finishing Chapter 10
11	Where's Grovyle?	The Guild at Night	After clearing Northern Desert in Chapter 11
12	Total Shocker!	Shocking News!	One day after finishing Chapter 12
13	Those Kids...	Very Sad...	After finishing Chapter 16
14	Welcome Back!	Welcome Back!	Two days after finishing Chapter 16
15	They're Saving Us!	Don't Give Up!	After finishing Chapter 18
16	Graduation Exam	Graduation Exam?	After clearing Mystifying Forest
17	Yay! Graduation!	Congratulations!	One day after Guild Graduation
18	The Surrounded Sea!	Aiming for Graduation	After clearing Lower Crevice Cave and completing more than one job
19	Beaten to the Punch	Recent Events	After giving Manaphy the first Blue Gummi
20	Worries...	Manaphy?	After visiting Miracle Sea
21	Bidding Farewell	Cheer Up!	Two days after Manaphy returns to the sea
22	Yippee! Team Charm!	Awesome Team Charm	One day after Team Charm visits the guild
23	Thunderstorm! Eek!	Peace is Best	After clearing the Aegis Cave
24	Nightmare! Eek!	Azurill...	One day after Azurill does not wake up from its nightmare
25	Darkrai	Sure to Win!	After visiting Dark Crater
26	Thank You!	Keeping It Going	After Manaphy returns to the beach

The Secrets of Job and Friend Rescue Difficulty Levels

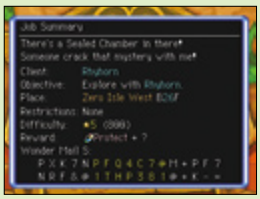
As shown in the following tables, each dungeon has a predetermined difficulty level for every floor. Depending on the difficulty corresponding to your destination, rewards, Poké values, or expedition rank scores can vary. Furthermore, if you complete a job request with an Egg as a reward (shown as "???") and you already have an Egg at the Chansey Day Care, your payment will be in Poké, and this amount will also vary based on the difficulty as well. Remember that some Treasure Boxes dropped by the enemies contain items that are in fact rewards.

Jobs that Raise the Usual Difficulty by 1 Level

- Jobs that escort the client to a destination
- Jobs that arrest outlaws
- Jobs that take back items from outlaws



Certain jobs (see top right) will raise the usual difficulty rating by one level (max.★9). The reward is worth the bump in difficulty.



Usually, job destinations are in the second half of certain dungeons, except for the future world and after dungeon checkpoints.

Difficulty Levels for Floors in Each Dungeon (dungeons with fewer than 30 floors)

Dungeon		Floor																												
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	Beach Cave		E																												
2	Drenched Bluff	E		D																											
3	Mt. Bristle	E		D			C																								
4	Waterfall Cave	E	D		C			B																							
5	Apple Woods	E		C			B																								
6	Side Path			E																											
7	Craggy Coast	E		C			B																								
8	Rock Path			E																											
9	Mt. Horn	E	D	C				B																							
10	Forest Path			E																											
11	Foggy Forest	E	C	B			A																								
12-1	Steam Cave	E		B		A																									
12-2	Upper Steam Cave			A																											
13	Serenity River	E	D		C																										
14	Landslide Cave	E	D				C																								
15	Lush Prairie	E	D		C																										
16	Tiny Meadow			E																											
17	Oran Forest	E		D																											
18-1	Amp Plains	E		B			A																								
18-2	Far Amp Plains	A			S																										
19	Northern Desert	E	B		A				S																						
20-1	Quicksand Cave	E		A			S																								
20-2	Quicksand Pit				S																										
21	Crystal Cave	E		A		S			★1																						
22	Crystal Crossing	E		A				S				★1																			
23	Chasm Cave	E		S			★1																								
24	Dark Hill	E		S					★1																						
25-1	Sealed Ruin	E			S					★1																					
25-2	Deep Sealed Ruin			★1																											
26	Dusk Forest	E			S																										
27	Deep Dusk Forest	E			S						★1																				
28	Treeshroud Forest	E			S							★1																			
29-1	Brine Cave	E				★2																									
29-2	Lower Brine Cave			★2																											
30-1	Hidden Land	E		★1				★2																							
30-2	Hidden Highland				★2																										
31-1	Temporal Tower	E	★1				★2																								
31-2	Temporal Shrine					★2																									
32	Mystifying Forest	E			★2				★3																						
33-1	Sky Peak 1st Station Pass	E		★2																											
33-2	Sky Peak 2nd Station Pass		★2																												

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Dungeon		Floor 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
33-3	Sky Peak 3rd Station Pass		★2																												
33-4	Sky Peak 4th Station Pass		★2																												
33-5	Sky Peak 5th Station Pass		★2																												
33-6	Sky Peak 6th Station Pass		★2																												
33-7	Sky Peak 7th Station Pass		★2																												
33-8	Sky Peak 8th Station Pass		★2		★3																										
33-9	Sky Peak 9th Station Pass		★3																												
33-10	Sky Peak Summit Pass		★3		★4																										
34	Blizzard Island	E	★2		★3			★4					★5					★6													
35-1	Crevice Cave	E	★2			★3		★4			★5																				
35-2	Lower Crevice Cave	★5		★6																											
36	Surrounded Sea	E		★2			★3				★4			★5					★6											
37-1	Miracle Sea	E		★2			★3							★4					★5											
37-2	Deep Miracle Sea		★5																												
38-1	Ice Aegis Cave	E	★1																												
38-2	Rock Aegis Cave	★1																													
38-3	Steel Aegis Cave		★2																												
38-4	Aegis Cave Pit	★2		★3																											
39	Concealed Ruins	E		★2					★3												★4										
40	Mt. Travail	E		★2					★3							★4															
41	The Nightmare	E					★1							★2																	
42-1	Spacial Rift	E		★2				★3				★4			★5																
42-2	Deep Spacial Rift		★5			★6			★7																						
43-1	Dark Crater	E		★2						★3					★4																
43-2	Deep Dark Crater		★4			★5				★6			★7																		
44	Marine Resort	E		★2			★3							★4																	
45	Lake Afar	E		★2			★3											★4													
46	Happy Outlook	E		★2			★3									★4															
47	Mt. Mistral	E		★2			★3									★4															
48	Shimmer Hill	E				★2						★3																			
49	Lost Wilderness	E	★1		★2			★3				★4																			
50	Midnight Forest	E		★2			★3											★4													
51	Labyrinth Cave	E		D			C																								
53	Shimmer Desert	E		★2			★3			★4																					
54	Mt. Avalanche	E		★2			★3				★4			★5					★6											
55	Giant Volcano	E		★2		★3		★4			★5				★6															
56	World Abyss	E		★2		★3		★4			★5					★6						★7								
58	Mystery Jungle	E		★2			★3				★4						★5					★6				★7				
59	Star Cave								D			C				B														
60	Oblivion Forest			★2						★3																				
61	Treacherous Waters			★4							★5																			
62	Southeastern Islands			★4								★5										★6								
63	Inferno Cave			★4									★5									★6								

Difficulty for All Floors in Each Dungeon (dungeons with more than 30 floors)

Dungeon		Floor 1	2	3~4	5	6	7	8	9	10	11~13	14~15	16	17~18	19	20	21	22~23	24	25	26~28	29	30~31	32
52	Bottomless Sea	E		★1			★2					★3				★4				★5				★6
57	Sky Stairway	E	★2		★3			★4			★5			★6				★7					★8	
64	Zero Isle North	E	★2		★3				★4								★5						★6	
65	Zero Isle East	E	★1	★2		★3				★4					★5						★6			
66	Zero Isle West	E				★2						★3										★4		
67	Zero Isle South	E			★2				★3					★4						★5				
68	Zero Isle Center	★4			★8											★9								
69	Destiny Tower	E				★3				★4					★5						★6			

Dungeon		Floor 33	34	35	36	37	38~39	40	41	42~44	45	46~48	49	50	51~57	58~59	60~74	75	76~88	89~95	96	97~98	99
52	Bottomless Sea							★6														
57	Sky Stairway							★8														
64	Zero Isle North					★6						★7			★8		★9					
65	Zero Isle East				★6																	
66	Zero Isle West	★4				★5																
67	Zero Isle South		★5						★6								★7			★8		
68	Zero Isle Center							★9														
69	Destiny Tower		★6						★7							★8				★9		

*Floors with red outlines are destinations for jobs. *Excludes floors not related to jobs, Friend Rescues, and Treasure Boxes dropped by enemies..
*The difficulty level for Marowak Dojo mazes is E for all floors (affects the content of the Treasure Boxes dropped by enemies in the final maze).

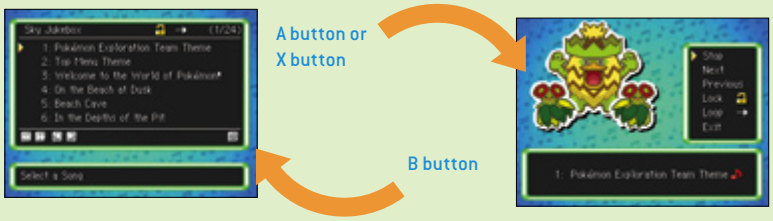
The Secrets of the Sky Jukebox

If you clear Sky Peak, you can select Sky Jukebox from the "Other" command in the main menu. With the Sky Jukebox, you can play back all the background music you've encountered during your adventures. Also, you can continue to play the music on your Nintendo DS even if you close it (use earphones)!

How to Use the Sky Jukebox

Action	Button	Command
Playback	A or X button	Play
Stop	Y button	Stop
Play next song	R button	Next
Play previous	L button	Back
Prevent or allow button commands	START button	Lock (*1)
Switch from looping all to looping 1 song	SELECT button	Loop

*1—Cannot return to receiving button commands



The Secrets of Sky Peak

At the checkpoints in Sky Peak, you may meet Pokémon who'll give you an item if you talk to them. Sometimes, if you give them an item they want, they'll give you a gift in return. If you give an item to Happiny, its gift will be sent to Spinda's Café in a few days. Remember to pick up the item!

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Items That Happiny Wants

- Big Apple
- Apple
- Oran Berry
- Reviver Seed
- Max Elixir
- Escape Orb

Wonder Orbs That Numel Wants

- Rainy Orb
- Hail Orb
- Fill-In Orb
- Identify Orb
- Petrify Orb
- Sandy Orb
- Radar Orb
- Switcher Orb
- Drought Orb
- Luminous Orb
- Trawl Orb
- Sunny Orb
- Blowback Orb
- Transfer Orb
- Scanner Orb
- Warp Orb

Pokémon That Appear at Sky Peak's Checkpoints

Pokémon	Possible Locations	Notes
Numel	1st Station, 3rd Station, 5th Station, 7th Station	Wants one of the Wonder Orbs listed above. In return, it gives you a TM, HM, or a Prize Ticket for Big Treasure.
Happiny	1st Station, 3rd Station, 5th Station, 7th Station	Wants one of the items listed above. In return, sends you a gift to be picked up a few days later at Spinda's Café. Same as gifts for Shaymin's Delivery Service (p.37).
Jumpluff	1st Station, 3rd Station, 5th Station, 7th Station, Pinnacle	Gives you a Sky Gift. Open it there and take the contents. Same as a thank-you gift through Shaymin's Delivery Service (p. 37).
Delibird	9th Station	Gives you a Sky Gift. Open it there and take the contents. Same as a thank-you gift through Shaymin's Delivery Service (p. 37).

The Secrets of Treasure Memos, Challengers, and Outlaw Teams

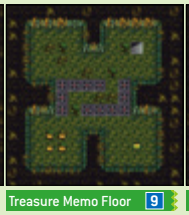
When you're on a job such as a treasure hunt following a Treasure Memo, accepting a Challenge Letter, or a mission to arrest an outlaw and its followers, your destination becomes a special floor (p. 33). The layouts of these floors are chosen at random from several types of plans. However, if the destination is in a dungeon that's accessible pre-ending, the Treasure Memo floors will be selected from among the first 15 shown here.

Treasure Memo Floors

Treasure Memo Floor 1



Treasure Memo Floor 2



Treasure Memo Floor 3



Treasure Memo Floor 4



Treasure Memo Floor 5



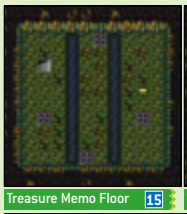
Treasure Memo Floor 6



Treasure Memo Floor 7



Treasure Memo Floor 8



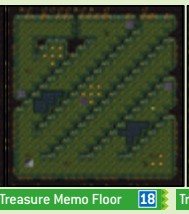
Treasure Memo Floor 9



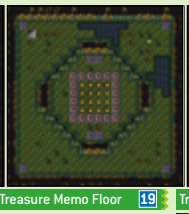
Treasure Memo Floor 10



Treasure Memo Floor 11



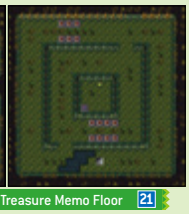
Treasure Memo Floor 12



Treasure Memo Floor 13



Treasure Memo Floor 14



Treasure Memo Floor 15



Treasure Memo Floor 16



Treasure Memo Floor 17



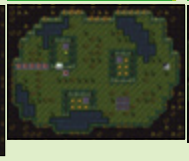
Treasure Memo Floor 18



Treasure Memo Floor 19



Treasure Memo Floor 20



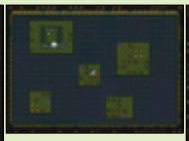
Treasure Memo Floor 21



Treasure Memo Floor 22



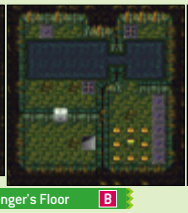
Treasure Memo Floor 23



Treasure Memo Floor 24



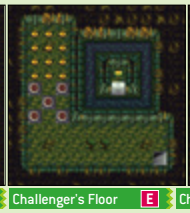
Treasure Memo Floor 25



Treasure Memo Floor 26



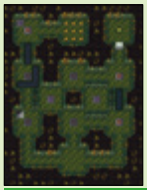
Treasure Memo Floor 27



Treasure Memo Floor 28



Treasure Memo Floor 29



Treasure Memo Floor 30



Challenger's Floor A



Challenger's Floor B



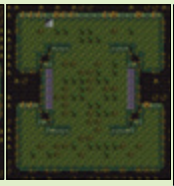
Challenger's Floor C



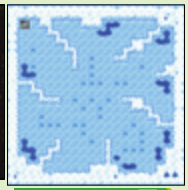
Challenger's Floor D



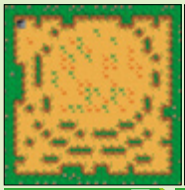
Challenger's Floor E



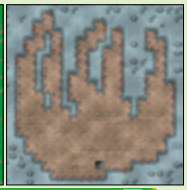
Challenger's (Mewtwo) Floor



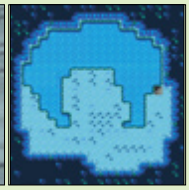
Challenger's (Raikou) Floor



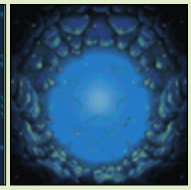
Challenger's (Entei) Floor



Challenger's (Mewtwo) Floor



Challenger's (Mewtwo) Floor



Outlaw Team's Floor a

Outlaw Team's Floor b

Outlaw Team's Floor c

Outlaw Team's Floor d

Outlaw Team's Floor e

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The Secrets of Spinda's Juice Bar

The drinks Spinda makes at Spinda's Juice Bar have the effects listed on the right. However, depending on the ingredients, special things may happen, such as an extra increase in your stats.

Special Things That Happen When You Drink Beverages

- Extra stat boost because the drink was made to satisfaction (see chart below)
- Drink is disgusting, so your HP, Attack, Special Attack, Defense, or Special Defense will decrease by 2-5
- Drink is a rare, choice item, so either your HP, Attack, Special
- Attack, Defense, or Special Defense will increase by 2-5
- Receive Egg from other customers
- Recruit customers
- Unlock new dungeons (see chart on right)

*Success shows how much your stats increase when the drink is satisfying. Spaces with "—" do not count toward satisfaction. The notation next to IQ shows the amount of the increase.
*"Others" indicates "becomes choice item," "recruit," "receive Egg," and "unlock new dungeon."
*○—possible to happen, ×—not possible
*Red text show higher probability than other ingredients.

Normal Drink Effects

Ingredient	Effect
Items that raise stats when consumed (Sitrus Berry, Ginseng and others)	Stats increase the same way as when you consume these items
Gummi	IQ increases in the same way as when you eat them, plus either HP, Attack, Sp. Attack, Defense, or Sp. Defense will increase by 1 (3 if Wonder Gummi)
Other ingredients	None

Dungeons That Are Unlocked at the Juice Bar

Dungeon	When Unlockable
Serenity River	After Chapter 10 has started (when you return from the expedition)
Lush Prairie	
Happy Outlook	After graduating from the Wigglytuff Guild
Lost Wilderness	
Mt. Mistral	
Destiny Tower	

Differences in Things That Happen with Each Ingredient

Ingredient	Success	Gross	Others
Grimy Food	HP+2	○	○
Golden Apple	HP+1 & IQ Lg	×	○
Big Apple	HP+2	×	○
Huge Apple	HP+2	×	○
Apple	HP+2	×	○
Gravelyrock	HP+1 & IQ Med	○	○
Blue Gummi	IQ Med	×	○
Red Gummi	IQ Med	×	○
Yellow Gummi	IQ Med	×	○
Gold Gummi	IQ Med	×	○
Silver Gummi	IQ Med	×	○
Black Gummi	IQ Med	×	○
Royal Gummi	IQ Med	×	○
White Gummi	IQ Med	×	○
Sky Gummi	IQ Med	×	○
Orange Gummi	IQ Med	×	○
Brown Gummi	IQ Med	×	○
Clear Gummi	IQ Med	×	○
Gray Gummi	IQ Med	×	○
Wonder Gummi	IQ Med	×	○
Green Gummi	IQ Med	×	○
Purple Gummi	IQ Med	×	○

Ingredient	Success	Gross	Others
Pink Gummi	IQ Skill Med	×	○
Grass Gummi	IQ Med	×	○
Sitrus Berry	—	×	×
Oran Berry	HP+1	×	○
Oren Berry	HP+1 & IQ Lg	○	○
Chesto Berry	HP+2	×	○
Cheri Berry	HP+2	×	○
Rawst Berry	HP+2	×	○
Pecha Berry	HP+2	×	○
Life Seed	—	×	×
Heal Seed	HP+1	×	○
Golden Seed	HP+2	×	○
Hunger Seed	—	○	○
Joy Seed	—	×	×
Stun Seed	HP+2	×	○
Vile Seed	HP+2	×	○
Via Seed	HP+1 & IQ Lg	○	○
Quick Seed	HP+2	×	○
Sleep Seed	HP+4	×	○
Slip Seed	HP+1 & IQ Lg	○	○
Pure Seed	HP+2	×	○
Plain Seed	HP+1	×	×

Ingredient	Success	Gross	Others
Vanish Seed	HP+2	×	○
Blast Seed	HP+2	×	○
Doom Seed	—	×	×
Dough Seed	HP+1 & IQ Lg	○	○
Reviver Seed	HP+1	×	×
Reviser Seed	HP+1 & IQ Lg	○	○
Totter Seed	HP+4	×	○
X-Eye Seed	HP+4	×	○
Eyedrop Seed	IQ Lg	×	○
Dropeye Seed	HP+1 & IQ Lg	○	○
Blinker Seed	HP+4	×	○
Violent Seed	HP+2	×	○
Warp Seed	HP+2	×	○
Nectar	IQ Sm	×	○
Max Elixir	IQ Med	×	○
Mix Elixir	HP+1 & IQ Lg	○	○
Ginseng	—	×	×
Zinc	—	×	×
Protein	—	×	×
Iron	—	×	×
Calcium	—	×	×
Gabite Scale	HP+2	×	○

The Secrets of Big Treasure

If you play the Big Treasure raffle, you'll receive some sort of prize. The prize depends on which ticket you use (Prize Ticket, Silver Ticket, Gold Ticket, or Prism Ticket), and whether you have lost, won, or won big, as seen below.

Prizes for Big Treasure

	Prizes	Prize Ticket			Silver Ticket			Gold Ticket			Prism Ticket		
		Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win
Equipment and Throwing Items	Def. Scarf		●										
	Dodge Scarf									●		●	
	Friend Bow						●			●		●	
	Gold Ribbon			●		●							
	Heal Ribbon					●							
	IQ Booster												●
	Joy Ribbon			●		●							
	Miracle Chest												●
	Mobile Scarf									●			●
	No-Stick Cap											●	
	Pass Scarf						●		●				
	Power Band		●										
	Scope Lens						●		●				
	Silver Spike			●		●							
	Sneak Scarf											●	
	Special Band		●			●							
	Twist Band			●		●						●	
	Weather Band						●		●				●
	X-Ray Specs												●
	Zinc Band		●										
Food	Big Apple		●										
	Huge Apple					●	●				●		
Gummi	Black Gummi			●									
	Blue Gummi			●									
	Brown Gummi			●									
	Clear Gummi			●									
	Gold Gummi			●									
	Grass Gummi			●									
	Gray Gummi			●									

	Prizes	Prize Ticket			Silver Ticket			Gold Ticket			Prism Ticket		
		Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win
Gummi	Green Gummi			●									
	Orange Gummi			●									
	Pink Gummi			●									
	Purple Gummi			●									
	Red Gummi			●									
	Royal Gummi			●									
	Silver Gummi			●									
	Sky Gummi			●									
	White Gummi			●									
	Wonder Gummi									●			●
	Yellow Gummi			●									
Seeds And Berries	Eyedrop Seed		●										
	Heal Seed	●											
	Hunger Seed										●		
	Joy Seed			●			●			●			●
	Life Seed									●			●
	Oran Berry	●			●			●					
	Pure Seed					●							
	Reviver Seed			●		●							
	Sitrus Berry			●			●			●		●	●
	Vanish Seed											●	
	Vile Seed					●							
	Violent Seed					●							
Health Drinks	Calcium						●			●			●
	Ginseng						●			●			●
	Iron						●			●			●
	Max Elixir		●		●			●			●		
	Nectar						●			●			●
	Protein						●			●			●

*You receive the prizes marked with ●

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	Prizes	Prize Ticket			Silver Ticket			Gold Ticket			Prism Ticket		
		Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win	Lost	Win	Big Win
	Zinc						●			●			●
TM	Aerial Ace					●			●				
TM	Attract									●			
TM	Avalanche					●	●		●				
TM	Blizzard						●		●	●			
TM	Brick Break					●							
TM	Brine						●		●	●			
TM	Bulk Up					●							
TM	Bullet Seed											●	
TM	Calm Mind					●							
TM	Captivate					●	●		●				
TM	Charge Beam						●		●	●			
TM	Dark Pulse					●	●		●				
TM	Dig					●	●		●				
TM	Dive						●		●	●			
TM	Dragon Claw						●		●	●			
TM	Dragon Pulse						●		●	●			
TM	Drain Punch					●							
TM	Dream Eater					●	●		●				
TM	Earthquake									●		●	
TM	Embargo					●							
TM	Endure					●	●		●				
TM	Energy Ball						●		●	●			
TM	Explosion						●			●		●	
TM	Facade					●	●		●				
TM	False Swipe						●		●	●			
TM	Fire Blast						●		●	●			
TM	Flamethrower						●		●	●		●	
TM	Flash						●		●	●			
TM	Flash Cannon									●		●	
TM	Fling					●	●		●				
TM	Focus Blast					●							
TM	Focus Punch					●							
TM	Frustration						●		●				
TM	Giga Drain						●		●	●			
TM	Giga Impact						●			●		●	
TM	Grass Knot					●	●		●				
TM	Gyro Ball						●			●		●	
TM	Hidden Power					●							
TM	Hyper Beam						●		●	●			
TM	Ice Beam						●		●	●			
TM	Iron Tail						●		●	●			
TM	Light Screen					●	●		●				
TM	Natural Gift					●	●		●				
TM	Overheat						●		●	●			
TM	Payback					●							
TM	Poison Jab									●			
TM	Protect									●			
TM	Psych Up					●	●		●				
TM	Psychic									●			
TM	Recycle					●							
TM	Reflect					●							
TM	Rest					●	●		●				
TM	Return					●	●		●				
TM	Roar					●							
TM	Rock Polish					●	●		●				
TM	Rock Slide						●						
TM	Roost						●						
TM	Safeguard						●						
TM	Secret Power						●						
TM	Shadow Ball									●			
TM	Shadow Claw									●			
TM	Shock Wave									●			
TM	Silver Wind									●			
TM	Skill Swap									●			
TM	Sleep Talk						●						
TM	Sludge Bomb									●			
TM	SolarBeam												
TM	Stealth Rock									●			
TM	Steel Wing									●			
TM	Stone Edge									●			
TM	Substitute						●						
TM	Swagger						●						
TM	Swords Dance						●						
TM	Taunt						●						
TM	Thief						●						
TM	Thunder									●			
TM	Thunder Wave						●						
TM	Thunderbolt									●			
TM	Torment						●						
TM	Toxic						●						
TM	Trick Room						●						
TM	Vacuum-Cut									●			
TM	Water Pulse						●						
TM	Wide Slash									●			
TM	Will-O-Wisp						●						
TM	X-Scissor												
HM	Cut												
HM	Defog												
HM	Fly												
HM	Rock Climb												
HM	Rock Smash												
HM	Strength												
HM	Surf												
HM	Waterfall												
Wonder Orbs and Trick Box	All-Hit Orb												
Wonder Orbs and Trick Box	All-Mach Orb												
Wonder Orbs and Trick Box	Cleanse Orb								●				
Wonder Orbs and Trick Box	Escape Orb				●				●			●	
Wonder Orbs and Trick Box	Foe-Fear Orb												
Wonder Orbs and Trick Box	Foe-Hold Orb												
Wonder Orbs and Trick Box	Foe-Seal Orb												
Wonder Orbs and Trick Box	Invisify Orb												
Wonder Orbs and Trick Box	Link Box												
Wonder Orbs and Trick Box	Radar Orb	●											
Wonder Orbs and Trick Box	Rain Orb				●								
Wonder Orbs and Trick Box	Scanner Orb	●											
Wonder Orbs and Trick Box	Spurn Orb												
Others	Gold Ticket												
Others	Prism Ticket												
Others	Prize Ticket				●								
Others	Silver Ticket								●				

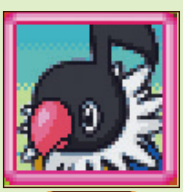
Little Secrets

The Frame Color Changes Depending on the Player's Gender

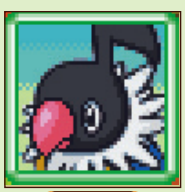
In the personality quiz at the start of the game, after all the questions are answered, the player states his/her gender. Depending on this response, the color of the window frame that displays messages and Pokémon faces will change during the game. There are five kinds of frames, but no matter which you choose, frame colors for boys are always blue and girls are always pink. Regardless of gender, Special Episode frames are green.



Boy



Girl



Special Episode

Attack Over Walls Using Moves Within Range of Two Spaces

Normally, moves or Wonder Orbs that have a range of two squares ahead cannot hit opponents on the other side of a wall. However, if the Pokémon has pass-through terrain ability, the Mobile status, or the IQ Skill Absolute Mover, the effects of these attacks and Wonder Orbs will extend over walls.

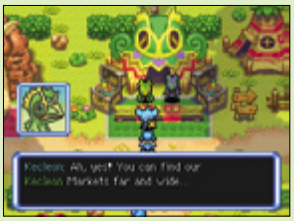


Attack enemies on the other side of the wall by using Quick Attack, Fake Out, Lob Orb, and others.

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The Differences in Dialogue Between the Brothers in Kecleon Shop and Kecleon Wares

In Treasure Town, the older Kecleon owns the Kecleon Shop and the younger Kecleon is the proprietor of Kecleon Wares. Usually these brothers say just about the same thing, but when you select the "Info" menu command, they have different dialogue, as you can see in the pictures below. Also, when you try to buy more items when they are sold out, the big brother will plead, "Please forgive me" while the younger one will say "So sorry, my friend."



The elder Kecleon will calmly explain that tomorrow will bring a new shipment of items, or plug the Kecleon Markets inside of dungeons.



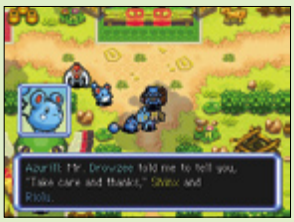
The younger brother will talk extensively about techniques and try to sell you TMs. In all the excitement, he will tell you about moves the store does not handle.

Enjoy Conversations with Various Pokémon

Wherever Pokémon gather, like Treasure Town, their conversations change as the story unfolds. It's a good idea to walk around and see what's shaking in their world.



Wurmple was frightened that one day Swellow would eat it, but it discovers Swellow's true feelings.



Post-ending, Drowzee supports the hero Pokémon's battle. Afterward, it will leave a message with Marill and set off on a journey.



Hear the tale of how Team Raider rescued Dugtrio, who was drowning on the water's edge near Beach Cave.

Marowak Dojo Has Side Benefits

Unlike normal dungeons, entering the mazes in the Marowak Dojo will not advance the game to the next day. However, the jobs listed on the bulletin board and the selections of items on sale at the market will be renewed, and any Egg you've left at Chansey Day Care may have hatched.



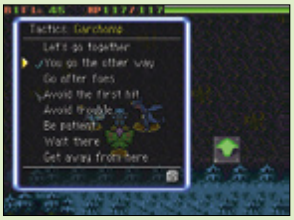
After you have trained at the Marowak Dojo, it's a good idea to take a quick walk over to the Guild and check out the contents on the bulletin board.

Run to Discover Items Buried in Walls

When you push the B-button and run, you'll stop if you are next to a dropped item. Even if there's an item buried inside a wall, you'll still stop when you're next to it. You can figure out where items are buried in walls by dashing alongside the walls and seeing where you stop.

Split Up to Map the Floor Faster

Use the "Team" menu command, then select a teammate that is going off on its own, or set options so that you can see teammates who are far away. Their surroundings will appear on the map.



In the dungeons, to force a teammate to go its own way, give it the "You go the other way" tactic.

Shadows Are Different for Enemy and Ally Pokémon

Inside dungeons, you can quickly spot an enemy or ally by the color of its shadow. Enemy Pokémon have a black shadow, while ally Pokémon have a distinct yellow shadow. This is particularly helpful in situations like a Monster House, where there are tons of Pokémon in one small space. You can easily distinguish allies or foes at a glance just by looking at the shadows.



Friend Pokémon



Enemy Pokémon

Changes in Your Dining Companions as the Story Moves On

Before you graduate from Wigglytuff's Guild, the members gather at the end of each day to eat dinner in the mess hall. Depending on the progress of the story or the job description of the hero Pokémon for that day, the events here can change (see the pictures below).



If you fail at sentry duty, Chatot will hand down a "no-dinner" punishment, and Loudred will not be able to eat, either.



When Team Skull comes to the Guild, they will dine together while seated in front of the hero Pokémon.



You normally see Wigglytuff with a Perfect Apple on its head—except for right before you go to the Apple Woods to find a Perfect Apple.

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Published by
The Pokémon Company International Inc.
1177 Avenue of the Americas
New York, NY 10036
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Acknowledgements
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John Hershberger
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Kazuya Kitamura
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with thanks to
Rick Wong and Anne De Govia

ISBN: **978-0-307-46573-3**



Published in the United States using materials from Pokémon Mystery Dungeon: Explorers of Sky - Official Guide Book and Official Perfect Guide. Published in Japan 2009 by CHUNSOFT Co., Ltd.

Special Thanks to:
Editor: Studio BentStuff Co., Ltd.
Design & Layout: CUE FACTORY LTD

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